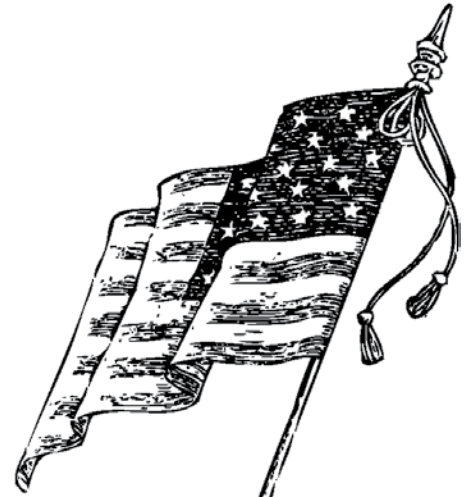
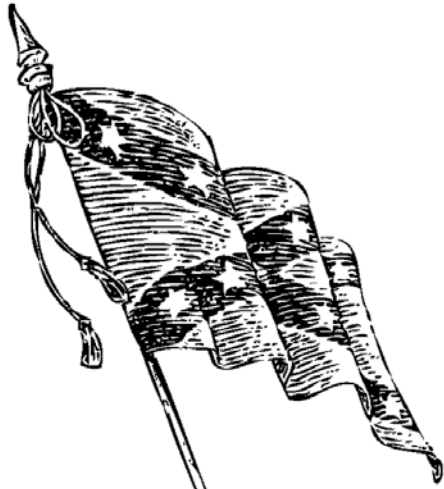


# THIS FAVORED LAND



A WILD TALENTS SOURCEBOOK  
FOR THE WAR BETWEEN THE STATES





# **THIS FAVORED LAND**

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**A WILD TALENTS SOURCEBOOK  
FOR THE WAR BETWEEN THE STATES**

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## CREDITS & THANKS

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# INTRODUCTION



"If it were admitted that you who are dissatisfied hold the right side in the dispute, there still is no single good reason for precipitate action. Intelligence, patriotism, Christianity, and a firm reliance on Him who has never yet forsaken this favored land are still competent to adjust in the best way all our present difficulty.

"In your hands, my dissatisfied fellow-countrymen, and not in mine, is the momentous issue of civil war. The Government will not assail you. You can have no conflict without being yourselves the aggressors. You have no oath registered in heaven to destroy the Government, while I shall have the most solemn one to preserve, protect, and defend it."

*Abraham Lincoln*

**First Inaugural Address  
March 4, 1861**

**N**ortherners called it the War of the Rebellion, while Southerners referred to it as the War of Northern Aggression.

It was known as the War Between the States, and the Second American Revolution. The American Civil War answered forever the question of slavery and secession in the United States at the cost of 620,000 lives.

Winston Churchill said that the Civil War was "the last war fought between gentlemen." That phrase would have shocked the wretched survivors of the prison camps of Andersonville, Georgia, or Elmira, New York. The mutual respect at Fort Sumter masked the hatred visible in the massacres at Fort Pillow and Fort Blakely. Only two years separated the patriotic fervor of 1861 from civilian riots in New York City and Richmond, Virginia. The hopes for a quick, glorious war were dashed on the killing fields of Shiloh, Antietam, Gettysburg, and Chickamauga. The war freed the slaves, but it would be another 100 years before African-Americans saw equality under the law.

From almost the moment the Civil War began, a veneer of honor, chivalry and glory was slowly stripped away to reveal a core of horror, cruelty, and barbarity. In other words, it was like any other war ever fought. It began with symbolism, ended in assassination, and was followed by the decade-long failure known as



Reconstruction. But it also brought needed change and a glimmer of hope that one day the promise of the Declaration of Independence—that all men were created equal—would come to pass.

*This Favored Land* is a sourcebook for the *Wild Talents* roleplaying game set during the American Civil War. Players take on the role of The Gifted, ordinary people who—by divine providence or pure chance—have been granted extraordinary powers. Though occasionally seen as saviors, they are most often scorned as sorcerers and demons, witches and charlatans. Sought by the needy, and hunted by the fearful, The Gifted are forced by the superstitions of the day to hide from public scrutiny.

No matter how hard they try to hide, The Gifted can't escape their nation's greatest crisis. Whether they are spying for the Confederacy in Washington, riding with Quantrill in Missouri, or marching with Sherman

through Georgia, The Gifted must make the difficult choice between using their powers and avoiding the dangers of discovery.

And there are more dangers in this land than minie balls and case shot. The Knights of the Golden Circle hunt Gifted blacks and vocal Unionists with equal vigor. The abolitionist Sons of Canaan seek to expand the ranks of The Gifted with freedmen and escaped slaves in advance of a slave revolt. Reverend Jacob Holden and his followers cross the land “purifying” The Gift, often-times by force. In the darkest corners of the nation lie the disembodied Ethereals, with the mysterious Society of the Raven never far away.

*This Favored Land* takes players from Fort Sumter to Appomattox Court House, from Boston to New Orleans, from the brink of dissolution to national rebirth. If The Gifted can survive the ordeal they, like their nation, will be changed forever.



### WHAT YOU NEED TO PLAY THIS FAVORED LAND



*This Favored Land* is a supplement to the *Wild Talents* roleplaying game. In order to tell the story of super-powered parahumans during the American Civil War you will, of course, need the *Wild Talents* rule book.

You could quite easily ignore the superheroic aspects of *This Favored Land* and just run a straight adventure set in the Civil War without

any mention of The Gifted. This book was designed with that option in mind. In this case you will need a copy of the One Roll Engine game system. The ORE rules are found in games such as *GODLIKE: Superhero Roleplaying in a World On Fire* and *NEMESIS*. For a full understanding of the rules, however, you will need *Wild Talents*.

## Introduction

### COLOR AXES

*This Favored Land* has the following color axes, from *Wild Talents*' axes of superhero world design:

**Red 1:** The premise of *This Favored Land* is that The Gifted did exist 150+ years ago, but knowledge of their existence has been lost. This implies that history will proceed pretty much as it is laid out in our history books. In other words The Gifted aren't going to abolish slavery in 1860 or lead the Army of Northern Virginia into Washington in 1863. See Chapter 7 for ideas on how to run a game with a higher Red value.

**Gold 4:** Very few people could change their place in 19th century society. There was greater mobility in the United States than in, say, Victorian Britain, but that mobility was limited by 21st century standards and largely based on wealth and opportunity. White women had few options, and minorities fewer still. Everyone knew their station and few rose above it. Opinions about what The Gifted represent are usually based on religious dogma or superstition. While it is possible to change individual attitudes, The Gifted fear that their treatment by society would be largely negative and inflexible.

**Blue 2:** The only supernatural manifestations in the world are The Gifted and the Ethereals, though some believe they are two aspects of the same phenomenon. The Gifted take great pains to hide the fact that supernatural forces are at work in the world. Even the Knights of the Golden Circle hide the truth from the populace.

**Black 2:** Northerners and Southerners believed strongly in a religious moral foundation, and yet slavery was legal in some Northern states and all Southern states. The same Free Soil abolitionists who wanted slavery kept out of the western territories enacted "black codes" to prevent free blacks from competing with whites. The forces of both sides shed blood in the belief that they were in the right. Army chaplains preached modesty and temperance within shouting distance of alcoholism and prostitution. Most Americans knew the biblical teachings of morality, even if those teachings were forgotten in the heat of battle.

### WILD TALENTS CONVENTIONS

*This Favored Land* uses most of the *Wild Talents* rules as is. There are, however, a few modifications. Characters in *This Favored Land* are restricted to one of two archetypes. Certain miracles are restricted, or require a specific Flaw. There are new Flaws and new Intrinsics. Some Skills are not used, and there are new period-specific Skills. Chapter 3 contains the character-specific rule changes. Civil War weaponry is covered in Chapter 4, along with rules for misfires, cover, bleeding, diseases, and amputations.

All of the dice options in the *Wild Talents* rulebook (Squishy Dice, All High, Flip Dice, etc.) and the damage modification options are compatible with *This Favored Land*. Additional damage options are found in Chapter 4.

The author allows normal (non-super powered) human characters to purchase Expert Dice in his campaigns at the same cost as Hard Dice. This is an option, but not a requirement, for *This Favored Land*.

All of the rules changes in this book can be added to a *Wild Talents* campaigns with little effort.

*This Favored Land* is designed for *Wild Talents Second Edition*. The Arc Dream Publishing Web site has a *This Favored Land* for 1st Edition conversion document available for free download, which contains all the character creation rules and NPC stats for playing *This Favored Land* with the first edition rules. You can find it at [www.arcdream.com](http://www.arcdream.com).



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# CHAPTER I

## A DARK UNFATHOMABLE TIDE



---

**I**n the decades between the Mexican War and the end of Reconstruction, the events that tore the United States apart hid the existence of miraculous humans. Known as “The Gifted,” their story has been lost within the folds of history. This is the premise driving *This Favored Land*.

## A MIDNIGHT DREARY

October 3, 1849. Baltimore, Maryland. It was an election day, and Ryan’s Tavern at High and Lombard Streets was a busy place as it doubled as a saloon and a polling station. As local resident Joseph Walker stepped into the tavern to cast his vote, he noticed a man slumped beside the door. On the way out he turned to the man and asked if he was in need of assistance. In a state of delirium the man asked for Dr. Joseph E. Snodgrass. Walker fired off a quick note to Snodgrass. “There is a gentleman, rather the worse for wear, at Ryan’s Fourth Ward Polls; and who appears in great distress and he says he is acquainted with you, and I assure you, he is in need of immediate assistance.”

Snodgrass came in response to the note. When he arrived at the tavern he discovered that the delirious man was none other than the master of the macabre, Edgar Allan Poe.

Snodgrass bundled Poe into a cab and took him to Washington College Hospital. There, he was placed under the care of Dr. John Joseph Moran. Snodgrass, an avid supporter of the temperance movement, presumed Poe was intoxicated. Moran found no hint of alcohol on Poe’s breath.

Both men noted the writer’s clothing. Moran wrote that Poe wore, “a stained faded, old bombazine coat, pantaloons of a similar character, a pair of worn-out shoes run down at the heels, and an old straw hat.” The clothes appeared not to be his own.

For the next three days Poe slipped in and out of consciousness. He was never coherent enough to explain how he came to be in such a state. He called for his “wife in Richmond” (his beloved Virginia was more than two years dead) and someone named “Reynolds.” According to Moran, one of Poe’s last, curious sentences was, “The arched heavens encompass me, and God has His decrees legibly written upon the frontlets of every created human being, and demons incarnate, their goal will be the seething waves of black despair.”

The great writer slipped into unconsciousness and died. The cause of death was never determined. Dr. Snodgrass believed he died of alcoholism. Dr. Moran would later say it was encephalitis. Through the years his death was blamed on cholera, rabies, diabetes, syphilis, and murder. One important fact was not in dispute: Edgar Allan Poe passed away around 5:00 a.m. on October 7, 1849.

## Chapter 1: A Dark Unfathomable Tide

# IN VISIONS OF THE DARK NIGHT

Poe's death was not the only significant event to occur on the morning of October 7, 1849, but the newspapers did not cover this other event. They failed to mention it on October 8, as well, though by then Poe's obituary had begun to appear around the world. There was no mention of it on October 9, or 10, or any time thereafter. Rather, there was no mention of the event in the popular press.

The only references to the other event of October 7 are found in the extant journals of private citizens. Of the millions of men and women lying asleep in North America that morning, a comparative handful, perhaps only a few thousand, had a vivid dream of wondrous and terrible beauty. The vision was so memorable that the dreamers were compelled to write about it. Yet there was something wrong about it too. Few dared speak of the dream, even to their spouses and parents.

The journals describe common elements of the Dream. A soft, masculine voice whispers an unintelligible phrase over a vast field of steel-tipped trees swaying in a breeze. The distant rumble of thunder muffles the voice as lightning etches across a darkened sky. The subdued whimpers of a multitude of children swell and merge into a single, glorious hymnal chorus. The waves of a red sea crash against a beach of gray sand. A distant, glowing city crumbles into ruin and then rises from its own ashes in a continuous cycle. The Dreamer is drawn to the city. Once there, a terrified populace averts its gaze as the Dreamer passes. Rocks fall across the Dreamer's path, and tiny hands grasp at the Dreamer's feet. At this point the journals hint at some miraculous and/or horrible event, though no specifics are given. By implication, the memory of what followed was mercifully suppressed. More than a few authors suggested that they had foreseen their own deaths.

For many Dreamers, the unearthly vision isn't the only thing they received that night. Though for some it would take months, years, even decades to manifest, a subset of Dreamers received miraculous powers. Believing that these abilities were granted by a higher power, these special Dreamers refer to their miracles as The Gift and themselves as The Gifted. For more than a few, this phrase is tragically ironic.

## AGONY OF DESIRE

In the scene suppressed by the Dreamer's mind, the Dreamer is shown the form The Gift would take if it ever manifested, locking the form of The Gift in the Dreamer's subconscious.

Where The Gift is physical in nature, the Dreamer has visions (attributed to déjà vu and hallucinations) associated with The Gift. If The Gift is the ability to jump great distances, when confronted by a wide river or yawning chasm the Dreamer receives a strong, brief vision of jumping the obstacle. If The Gift is great strength, the Dreamer sees himself winning strength contests or lifting impossibly heavy objects.

Mental Gifts burrow into the consciousness of the Dreamer, revealing themselves even before they fully manifest. The Gift of hyper intelligence gives the Dreamer occasional bursts of incredible insight. If The Gift is the ability to read minds, the Dreamer catches brief snippets of conversation emanating from the minds of passersby. An unearthly Gift of persuasion shows itself in short bursts of astounding oration.

Two keys, turned simultaneously, unlock The Gift. **Those keys are belief and desire.**

Dreamers have to believe, truly believe, they can do the impossible before The Gift shows itself. The seed of belief is sown in the suppressed portion of the Dream. How else could a grown man in the rational world of the 19th century believe he could walk through a wall, or read the thoughts of another man? Even still, the physical laws of the universe conspire against the Dreamer. The more improbable The Gift,



## Chapter 1: A Dark Unfathomable Tide



the less likely it is to work. Gifts internal to The Gifted themselves—psychic abilities, inhuman intelligence, or uncanny skill—require the least amount of effort. Gifts that change the physical world in a permanent or obvious way have a tougher fight against the laws of the universe and require more effort. Planting a suggestion in someone's consciousness takes far less concentration than freezing a pond in July.

Some Dreamers remembered the Dream clearly for the rest of their lives. Others lost the Dream among the bustle of the next day's activities. Regardless, a part of the Dreamer's mind never forgot the Dream.

Whether or not they remembered that night's vision in the days and weeks to come, there was one part of the Dream that no one remembered until The Gift manifested. The portion of the dream that contained the miraculous or horrible event was suppressed by the Dreamer's subconscious. While the Dream began the same way for everyone who experienced it, the Dream ended differently for every Dreamer. This last, suppressed sequence is uniquely and deeply connected to each individual Dreamer. It reflects the Dreamer's inner being (the ego in Freudian terms, the soul in religious

terms). Since the suppressed sequence is linked to the person's personality, so too is The Gift.

Think of The Gift as a projection of The Gifted's personality. A man comfortable with public speaking might have his Gift manifest as the uncanny ability to control people's minds, or the ability to project sounds over miles of terrain. A timid young boy who is constantly harassed by bullies might be Gifted with incredible speed... or the ability to kill his tormentors with but a single thought. The Gift is an extension of the person's underlying personality; therefore the suppressed Dream sequence is also an extension of their personality.

The motivation to use The Gift must be strong. Everyone doubts his or her abilities. No one is completely doubtless of even their most cherished beliefs. No matter how much belief is imparted by the Dream, a tiny fraction of doubt prevents The Gift from manifesting. Deep desire pushes aside that doubt. The deepest desire comes from the fear of death; the death of the Dreamer, or the death of a loved one. The fear of failure, the longing for someone or something lost, or a wish for happiness born from despair are common

## Chapter 1: A Dark Unfathomable Tide

triggers. Desire must beat back doubt, and allow belief to flourish.

The Gift manifests from a single cataclysmic, life-threatening (or life-altering) event. Sometimes even that isn't enough for The Gift to manifest permanently, if The Gifted is particularly skeptical or particularly fearful. In those cases a series of events are needed before The Gift becomes permanent. With each event The Gift manifests with greater ease.

Once The Gift fully manifests as a permanent miracle The Gifted quickly find it easy to control, as though it had been part of them their entire life. One school of thought suggests that it was with them all their lives and that the Dream simply brought it to the surface.

The Gift is a reflection of The Gifted's personality. The most rational of Dreamers received Gifts that enhanced their intelligence. Dreamers given to flights of fancy developed Gifts that stretched the bounds of reality. A store clerk might become a mathematical genius, and a musician might learn to fly. Often, the form of The Gift spoke to an inner longing rather than their projected persona. Just as a store clerk prone to bouts of daydreaming might learn to fly, a musician with a head for numbers might become a mathematical genius. The Gift is not random. It is an integral part of The Gifted's psyche.

### A PLAY OF HOPES AND FEARS

To the largely Christian populations of the Canadas, Mexico, and, in particular, the United States—the epicenter of The Gifted phenomenon—miraculous powers come from only two sources: the divine or the infernal. For the most part, The Gifted believe their Gift is divine in nature, but this view is not universal. A substantial minority fears their power, or believes it is a satanic curse. They refuse to speak of it to anyone. Of those who attribute their power to divine intervention, most are loathe to demonstrate it in public, in case its nature is misunderstood.

An example is Eleanor Hopkins, the first of The Gifted. Eleanor's power to teleport objects manifested itself on October 7, 1849 before she was six years old. When the power showed itself in front of neighbors in Charleston, South Carolina rumors of demonic possession began to circulate. The family was forced to leave Charleston. Eleanor hid The Gift and told no one about it, though she did mention it in a journal she kept in her later years.

### DO I REALLY NEED THIS DREAM STUFF?

*This Favored Land's* default setting ties the character's personality closely to The Gift. That doesn't mean that your game has to do the same thing. Not everyone wants to explore a character's interaction with his or her superpower. Some folks just want to run a four-color superhero game set during the Civil War. There's nothing wrong with that.

The setting's metaphysical pillar holds that the Dream unlocked a power hidden within each of The Gifted. If you choose to disconnect The Gift from the character's personality, you weaken this pillar. But that's okay! By weakening that pillar you give your characters greater flexibility in talent design. Your players can choose talents with no greater justification than "they're cool!"

Just be aware that you will have to invent your own answers to questions like, "Where did The Gift come from?" and "Why is my character Gifted?" How did the characters become super powered? The answer to that last question can be as simple as a radioactive meteorite crashing off the coast of Baltimore, or as complicated as some long-sleeping supernatural entity gifting powers through Dreams from its lair in the South Pacific. Your players might be too busy fighting Yankees or Secesh to even bother asking these questions. In truth the answers really don't matter as long as everyone is having fun.



## PERCHANCE TO DREAM

The Dream of October 1849 is the source of The Gift (exception: see “Most Deliciously Ethereal” on page 19). Therefore, the Dream is central to every Gifted character. The form of the Dream is dictated by the character’s Gift. The Gift and the character’s reaction to it are important facets of the character’s personality.

When creating characters that begin the game with The Gift, the first and most important decision is choosing the nature of The Gift. The Gift is, and always was, part of the character. The form of The Gift speaks volumes about the character himself. The player has to ask himself why his character has that particular Gift. What is it about the character’s life or personality that caused this power to manifest?

Let’s take, for example, the case of Parker Peterson, a young Harvard chemistry student and budding ambrotype photographer whose uncle was killed by a thief in New York in 1862. There is nothing in the character’s background to suggest that his Gift would grant him, say, the ability to climb walls or the proportionate strength of a spider. A more likely Gift would involve his chemistry or photography interests, or his desire to avenge his uncle’s death. A paranormal affinity for controlling chemical reactions would be an appropriate Gift, as would be the ability to capture, in a photograph, a moment from the past. The Gift and the character are now intertwined.

After the nature of The Gift is determined, the player and the GM must decide if the character’s Gift has already manifested, or if it will manifest at a later point in the campaign. Though the initial Dream event was in 1849, The Gift can take years—even decades—to manifest, if it manifests at all. This affords the GM and players the ability to play characters coming to grips with their newfound powers, or characters that have already mastered their talents.

An intriguing option is to begin the game with characters devoid of any manifestation of The Gift. Instead, the players develop their characters over several sessions until, at some point, events cause The Gift to appear. In this case, the GM should restrict the choice of Gift so that it coincides with the character’s personality or abilities

as seen in previous game sessions. The GM is justified in rejecting the Flight power for a character that spends several sessions declaring his fear of heights.

The forgotten Dream element resounds with imagery tied to The Gift. It’s the GM’s job to present the unremembered Dream fragment to the player as The Gift’s manifestation approaches, or perhaps in flashback if the characters begin play with their Gifts. The fragment might come to the character while he is asleep. The fragment might leap to mind as an unusually strong sense of déjà vu. Imagine a dream that seems real even when you are wide awake. And imagine that you completely forgot that dream until something important, stressful, or evocative happens. That’s how the forgotten Dream component strikes the character.

How the character reacts to the Dream should also reflect the character’s personality. Does the character share this strange dream with his friends? Does this reflect trust, or a need to unburden his secret? Encourage the player to answer these kinds of questions and play the character appropriately. How other characters and NPCs react to this confession has important ramifications for the plot and for group cohesion. As a GM, decide beforehand whether you want to encourage other characters to take The Gifted’s claims at face value. Consider how the claims will affect the view of the character in the eyes of an NPC, both prior to and after the character demonstrates The Gift. Coach the players accordingly.

Do all of The Gifted have to believe in their Dream? No. From a meta-gaming standpoint, you can add this disbelief through the Latent Flaw (see page 47). The greater the disbelief, the more levels of Latent taken by the character. At the same time, the player should think about the nature of the disbelief. What does it say about the character? Is the character a natural skeptic? If so, maybe it warrants taking Flaws that limit the character’s ability to use The Gift. Or maybe The Gift is of sufficient power that it is almost impossible to believe in. Use The Gift as a springboard for character development rather than as a character-specific special effect.

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There was ample reason to fear revealing the Gift. The mid-19th century was not a time of tolerance. Civil disruption was common, particularly in the South, where most of the violence was aimed at those wishing to abolish slavery. Clergy suspected of anti-slavery sentiments were forced from their homes and driven out of their cities and states. Yankee abolitionists traveling in Dixie feared for their lives. In 1850, two Northern missionaries were run out of North Carolina by a mob under suspicion of harboring abolitionist beliefs. A resident of Clark County, Virginia was forced from his home state for daring to attend the Republican National Convention in 1856. On rare occasions ministers preaching anti-slavery views were physically hauled out of their churches during sermons, and in one case a mob stormed a post office and burned abolitionist tracts. This was a period where armed “vigilance committees” (vigilantes) were the de facto law in the Deep South, and anyone preaching abolition, and by inference promoting a slave revolt, could find themselves hanging from a tree. So, too, could someone showing “infernal” abilities.

Northerners were no less concerned with the source of supernatural powers, but in the North there was a “safety valve” of sorts: the spiritualism movement (see *Spiritualism* below). Spiritualism was closely linked to the period’s burgeoning reform movement, which included the abolition of slavery and the institution of equal rights for women. Neither of these causes was particularly popular in the Southern slave states (even in the North they were little more than fringe movements). Spiritualists believed in supernatural powers. What better way for a Gifted Yankee to hide than within that movement?

Christian revivalism swept the nation at the same time. Prayer meetings and “revivals” appeared all over the country. When the Civil War broke out, revival meetings sprung up in both armies. This religious outpouring was in sharp contrast with, and partially in response to, the scientific rationalism that grew out of the Age of Reason. For fundamentalists the powers of The Gifted were not benign by nature, they were tools of the Devil.

Rationalists on the other hand put their faith in science. Unfortunately, science alone could not explain The Gift. Rationalists saw The Gifted as the products of superstition at best and fraudulent charlatans at worse.

The three varieties of people, spiritualists, revivalists and rationalists, reflected three different views of The Gift. One view wanted to embrace The Gift and remake The Gifted in their own image. The other two reviled The Gifted, either out of fear or out of intellectual arrogance.

## SPIRITUALISM

The 19th-century spiritualism movement began on March 31, 1848 when Kate and Margaret Fox claimed to make contact with the spirit world. Through knocking sounds they talked to the spirit of a peddler who was murdered in their house. They demonstrated their abilities to neighbors and then ever-growing groups of paying spectators. They toured the country as clairvoyant mediums, and other mediums and mystics soon joined them.

Spiritualism was a fusion of the Christian afterlife with animistic “spirit world” beliefs. It was popular because it gave proof of something beyond our world, while traditional religions relied on faith. A number of Christian sects that incorporated spiritual displays, such as the Pentecostal church, rose at this time.

Mediums were most often women. Spiritualism was empowering, offering women a rare chance to speak in front of a mixed-gender audience. As a religion spiritualism had the advantage of lacking a specific doctrine. There was no built-in dogma discriminating against women, and it could be easily added to an existing belief system.

Spiritualism also paid well, which was important in an era when few women held professional positions. The Fox sisters made a living as mediums. Mediums conducted séances and gave spirit readings in private sessions and on stage in front of packed theater audiences. Famous trance lecturers (someone who would give lectures while seemingly in a trance) were Emma



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Hardinge Britten (1823–1899), Cora Scott (1840–1923), and Achsa W. Sprague (1827–1861). Paschal Beverly Randolph (1825–1875) was a mixed-race practitioner of sex magic, founder of the Rosicrucians and a friend of Abraham Lincoln. Chemist Sir William Crookes (1832–1919) and evolutionary biologist Alfred Russel Wallace (1823–1913) were also spiritualists.

The outlandish claims, the publicity, and the money attracted skeptics. The Davenport brothers were a popular target. The brothers had audience members bind them and place the brothers in wooden cabinets. Noises from musical instruments would resound from an adjoining cabinet even though it was apparently empty. When the brothers' cabinets were opened, the audience would find them sitting calmly while still bound. Magicians and skeptics like John Nevil Maskelyne, John Henry Anderson and Jean Eugène Robert-Houdin shadowed the brothers, explaining, and sometimes demonstrating, how the brothers' tricks were performed. Ira Davenport admitted to legendary magician Harry Houdini in 1911 that spiritualism was simply part of their act. In 1888, Margaret Fox demonstrated that popping her toe and knee joints created the spirit rapping that made her and her sister famous. She would recant her confession a year later, but it was all the proof the skeptics needed. True believers dismissed her confession, pointing out that the sisters were destitute from years of alcoholism, and that Margaret was offered money to debunk herself. The believers still believed.

Spiritualism offers an easy cover for Gifted characters without damaging the Redness of the game setting (see page 176). People truly did believe the events they were seeing were manifestations from the spirit world, even after many spiritualists proved to be frauds. What better way for Gifted characters to explain their powers than to simply acknowledge them? If skeptics try to debunk their abilities, so much the better. Of course, even spiritualism has its limits when explaining truly miraculous power (like Flight) and some Christians believed spiritualism was linked to demons. Gifted characters using spiritualism as a cover still need to be careful when using their powers in front of witnesses.

## IN COLOR BOUND

The ranks of The Gifted thinned in the Great Plains. This suggests that the phenomenon needed a certain population density to sustain itself. It was easier to hide The Gift in the West. With miles separating farms and ranches, how is someone to know what strangeness occurs on his neighbor's land? There were fewer Gifted per capita in the center of the continent than on either coast, and most of the Gifted on the plains were found among the Native American population.

Long before whites settled the American coast, the land was teeming with natives. Whites encroaching on native land produced conflicts like the Black Hawk War of 1832, the Creek Wars (1813–1814 and 1835–1842) and the Seminole Wars (1817–1818, 1835–1842, and 1855–1858). By the 1850s eastern native tribes had been pushed across the Mississippi and into the less desirable lands of the prairies where they competed with the plains Indians. As bloody as these forced migrations and wars were, they were just a taste of what was to come for natives during and after the Civil War. This violence spawned Gifted Native Americans.

The chief difference between Gifted natives and Gifted whites is the way they were treated by their respective societies. Natives were more welcoming of The Gifted. Native legends tell of heroes with incredible abilities. When natives appeared with The Gift, they were seen as the embodiment of these ancient legends.

Gifted natives could not completely escape societal pressure. Young Gifted Indians were a threat to older medicine men. A tribe led by a Gifted warrior was seen as a threat to nearby tribes. A Gifted native could talk more freely about the existence of such abilities, but he was almost as circumspect in the use of his Gift as whites.

Gifted men and women of color posed a threat to white society, North and South. The United States of the 19th century, like most of the world, was incredibly racist. A white man, no matter how destitute or igno-

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rant, could take comfort in his superiority over people of any other race. To him it was the natural order of things. How could he justify that white supremacy if Indians, slaves, and freedmen displayed The Gift while he did not?

The Gift first appeared among slaves in early 1850. The desire to be free was a strong motivator for The Gift. So were the brutal conditions in which most slaves lived.

If The Gift had manifested in hundreds of slaves simultaneously, it's entirely possible they would have been strong enough to free thousands from bondage in a massive revolt. This did not happen. Just as The Gift did not manifest in all whites at once, it did not suddenly manifest in all slaves at one time. Once in a free state, Gifted blacks were just as likely, and perhaps more likely, to hide their abilities as whites. Interestingly, due to the underground railroad and Canada's reputation as a free haven for escaped slaves, blacks made up a disproportionately high percentage of the Gifted population in the United States' northern neighbor.

Slave owners were quick to respond to the Gifted slave threat. Escaped slaves were returned to their owners by slave patrols (several of whom were Gifted themselves). If an escaped slave had The Gift, the slave was summarily executed. This was usually the fate of a Gifted slave "outed" by his or her master as well as Gifted free blacks. Enforcement of this unwritten law was swift and brutal. To the Gifted-aware killer, the very core of white society was at risk to these "tainted" slaves and freedmen.

There are no overt references to powered slaves in the histories, but a careful perusal of newspaper accounts and plantation ledger books shows a pattern where the number of slaughtered slaves increased after 1849. This pattern continued well into the Civil War. "Black flag" warfare became more prevalent in 1863 and after, when free men of color joined the Union Army. Fighting under "the black flag" meant that no quarter was asked or given. This frequently resulted in the deaths of any black prisoners, which in turn resulted in reprisal attacks on Confederates by colored regiments. How many Gifted soldiers were among the murdered blacks and whites is a question that can never be answered.

Most slaves and free blacks were Christians, and so they looked on The Gift much like other Christians. At the same time, the murder of Gifted blacks meant that slave and free black society had to be extremely circumspect when discussing The Gift. The only place where The Gift was allowed to surface in public was with the Voodoo-believing black and Creole population in Louisiana. Voodoo gave Southern Negroes the same sort of outlet for The Gift (albeit with a more sinister tone, thanks to voodoo's animal sacrifices and capricious gods) as spiritualism gave to whites and free blacks in the North.

How much slaves knew about The Gift is hard to gauge. Discussing the phenomenon was dangerous, and it was illegal to teach slaves how to read and write. With the consequences of discovery so dangerous, it is safe to assume that Gifted blacks were far more careful about exposing their secret than Gifted whites. The small number of Gifted blacks known to exist is certainly a very small fraction of their actual numbers.

## THE CAUSE VANISHING

The Gifted are lost to history. That doesn't mean they didn't make history. The history books that came later were written through the filter of "rational thought." The exploits of The Gifted were dismissed, sanitized, misconstrued, or deliberately hidden. To the uninitiated, The Gifted had no effect on the course of the war, or the events of Reconstruction. This is wrong.

Gifted Americans fought in the war, lived through the war, and died in the war. While the extent to which they directed the course of the war is open to conjecture, their presence was most certainly felt.

None of the war's major players appeared to be Gifted, but how do we know that's the case? William Sherman was accused of insanity in 1861 for suggesting it would take 200,000 men to suppress the rebellion in the west, and yet he became one of the Union's most celebrated generals. Robert E. Lee went from an aristocratic bumbler to Southern icon in a few short



# THE UNUSUAL CHARISMA OF DANIEL SICKLES

Dan Sickles was a lawyer, New York assemblyman, diplomat, congressman, and general who rose to prominence and took on lovers through sheer force of his charisma. He had a voracious sexual appetite, frequenting prostitutes throughout his life.

In October 1849 he wrote in a private journal of a strange, “singular” dream, never realizing that it was anything but singular. Sickles was one of the October 1849 Dreamers. Sickles was Gifted with the power to charm.

He married Teresa Bagioli, who knew him from childhood, in a civil ceremony in 1852. He was 33 and she was 15. His marriage didn’t stop him from seeking the company of other women. He brought the infamous brothel owner, Fanny White, with him to London in 1853 to meet Queen Victoria while Teresa remained in New York. Sickles had other lovers in the antebellum years, unfazed by his marriage to the young Teresa.

Teresa took a lover of her own, Philip Barton Key, son of the author of the “Star Spangled Banner” and Sickles’ senior by a year. Sickles became enraged when he learned of the affair. In February 1859, Sickles shot Key in front of Lafayette Square within sight of the White House. Sickles was charged with murder in one of the most sensational trials of the century. His defense attorney was Edwin Stanton, who would later become Abraham Lincoln’s secretary of war. Sickles’ defense was “temporary insanity” over his wife’s infidelity. For the first time in American jurisprudence the insanity defense worked and Sickles was acquitted. Ten of the jurors went to a party in Sickles’ honor that evening. One juror who did not attend had been voting for a guilty plea. That juror ended up praying three times for guidance during deliberations before declaring that God had spoken and he, too, agreed to the acquittal. Throughout the ordeal, Teresa continued to love Sickles. He in turn, loved her, forgave her, and brought her back into the marriage.

Sickles’ political career was interrupted by the Civil War. He joined the volunteer army and raised four New York regiments, becoming colonel of one of them. His superiors made him a brigadier general, though he lacked experience. On the strength of two battles, the

untrained Sickles rose to command a division and then a corps within the Army of the Potomac.

At Chancellorsville Sickles’ performance was mediocre, though he was personally courageous and well liked by his men. At Gettysburg, against orders, he moved his corps forward to an area of good ground that exposed him before the Union battle line. The Confederates mauled his command and almost broke the Federal battle line, but Sickles’ inspiring leadership allowed the corps to hold on. As his men pulled back, Sickles’ right leg was shattered by a cannonball and was later amputated. He was transported back to Washington where he set about wrecking the reputation of George Meade—the army’s commander—and securing his own reputation.

After the war Sickles was put in charge of the military district of South Carolina, where he entertained at least one local woman despite his disability and, more importantly, being a Yankee. Teresa died in 1867 of tuberculosis. Though a womanizer, he loved his wife dearly and mourned her passing. In 1869 he became the U.S. Minister to Spain, where he had an affair with the deposed Queen Isabella II before marrying Caroline Creagh, daughter of a Spanish politician. In spite of his questionable conduct at Gettysburg, he successfully lobbied for and received the Medal of Honor. He would later become close friends with Confederate General James Longstreet, who had opposed Sickles at Gettysburg.

He left Caroline in Spain and returned to the U.S. several years into the marriage to continue his political career. His affairs continued into his old age. Twenty-seven years after their separation, Caroline helped Sickles with personal debts while he lived with another woman. In his last years, Sickles was implicated in a scandal involving the New York State Monuments Commission, in which he was the leader. It was suspected, but never proven, that Sickles had absconded with \$28,000. The local police were ordered to arrest him, but upon meeting the elderly politician they declined to take him to jail.

Dan Sickles, ladies man, politician, general, and one of The Gifted, died in 1914 at the age of 95.



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months. Nathan Bedford Forest survived several close scrapes that should have left him wounded or dead. The incompetent Nathaniel Banks won the Medal of Honor. There's no easy way to tell a gifted commander from a Gifted commander.

A number of curious events plagued both sides. George McClellan consistently overestimated his opponent's strength, sometimes by as much as a factor of three. Could his spymaster, the famed detective Allan Pinkerton, really have been that incompetent? The masterful Robert E. Lee was off his game at Gettysburg. Was he suffering from the heart ailment that would later take his life, or was something clouding his judgment? Hooker's movement against Lee at Chancellorsville was arguably the most masterful of the war, and yet he lost the resulting battle due to a string of unfortunate occurrences, not the least of which was receiving a concussion from a near miss by a cannonball. If a single courier hadn't taken three hours to travel five miles, Reynold's corps would have been in a position to stop Stonewall Jack-

son's flank attack. What happened to that courier? Stonewall Jackson was mortally wounded in the same battle. A single shot prompted two North Carolina regiments to fire through Jackson's party, with the fatal shots coming from the 18th North Carolina. Who fired that first, single shot that prompted the return volleys?

These incidents, and others like them, seem to be the mundane result of the "fog of war." What historians don't know is what exactly was obscured in that fog.

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## CHAPTER 2

# UPON THE VERGE OF A GREAT SECRET

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**W**hile The Gift went unnoticed by mainstream society, such supernatural power could not remain hidden forever. This chapter details a number of groups that rose in response to The Gift. It also discusses a related phenomenon that appeared at the same time as The Gifted: the Ethereals.

## MOST DELICIOUSLY ETHEREAL

The first verified sighting of Ethereals occurred on January 29, 1850, some three months after the first manifestations of The Gift. The prevailing theory is that Ethereals were created from the same event that created The Gift. If they were noticed at all, the terrified witnesses mistook them for ghosts. An alternate theory is that Ethereals have always existed, but The Gift event amplified them and gave them form. In this theory “dormant” Ethereals account for the majority of the ghost legends in human history. A third school of thought holds that Ethereals do not exist on their own, that they are somehow connected to The Gifted.

Ethereals appear as apparitions, when they appear at all. In the Appalachian Mountains they are likened to

powdered snow whipped up by a strong wind. Along the Atlantic coast they are compared to the faint wisps of a lingering fog. In the Mississippi Delta they’ve been mistaken for Spanish moss in a stiff breeze. In sunlight they are visible, yet invisible, like movement that catches the corner of your eye only to disappear when you turn and stare in that direction. They have no form . . . except when they seem to have form. An Ethereal can be a disembodied head or face, or the full spectral image of a loved one. In one instance observers swore they saw an Ethereal that looked like a mounted rider, complete with horse.

While no one knows for certain where Ethereals came from, it is known that they most often appear after the death of a Gifted human. Not every Gifted’s death is accompanied by an Ethereal. The death must be prolonged or expected, not sudden.

Ethereals haunt the sites of house fires and the fields that held army aid stations. Late-night cavalry patrols round up stragglers only to find them inexplicably missing moments later. The sites of major battles spawn Ethereals, but usually after the battle, not during it (which speaks volumes about the conflicts’ high mortality rate among the wounded).

Ethereals form as a result of The Gifted’s overwhelming regret or unquenchable desire. It is this regret or desire, fueled by The Gift, which gives Ethereals substance. This is why they don’t form if The Gifted’s death was sudden and unexpected. A Gifted soldier



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shot through the head with a musket ball won't form an Ethereal; but it's more than likely that a mortally wounded Gifted soldier bleeding to death from a belly wound would form an Ethereal, provided that he has some all-consuming need left unmet. This desire fuels The Gift in Ethereal form.

Gifted-aware clergy believe Ethereals prove the existence of the human soul. Theorists suspect that they are caused by the release of the energy that provides The Gift. A minority holds that an Ethereal is the Will of The Gifted made physical in the Gifted's final moments of life. Some argue, with little success, that the Ethereals are in fact The Gift.

One thing that is known for certain is that Ethereals are Gifted. An escaped slave was almost captured in a Louisiana swamp until a fog patch slipped over her and hid her from sight. A wounded and nearly frozen Federal soldier on the slopes of Marye's Heights at Fredericksburg was miraculously healed by something he described as "a shade." The hated commander of a Mississippi regiment was torn to pieces in his tent hours after executing a Gifted infantryman for desertion. An Ethereal in The Wilderness projected the vision of a Confederate cavalry brigade so convincingly that a New York infantry regiment fled in fear of being run down by the horsemen.

As these examples show, Ethereals are focused on a single desire. Although their actions seem to display a semblance of intelligence, they aren't so much intelligent as driven. An Ethereal took the form of a soldier whose dying wish was to see his wife one last time. The Ethereal rose shortly after the man's death. It immediately headed for the nearest road, looking for all the world like a straggler trudging along behind his defeated army. The Ethereal knew the way home. Days later it arrived, walked up to the man's house, and peered in the window to catch a glimpse of his wife sewing a dress. At that moment it disappeared, never to be seen again.

Ethereals often do not interact with humans in any meaningful way. Earlier ghost stories, such as those of the 18th century, commonly mentioned apparitions who would interact with the living as



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intelligent beings. The 19th century ghost was different. It usually went about its business without engaging any humans that might stumble across it. If it did interact, it could not be swayed by reason, or coerced, or intimidated. It behaved much like a daydreaming child, lost in his own world, asking questions of others but ignoring them when they rambled on or changed topic. Eventually they, too, shall pass.

If an Ethereal does interact with a human, the entity can be relentless and dangerous. Ethereals can affect, hurt, and even kill the living, though the living often cannot harm Ethereals.

Ethereals have the ability to transfer The Gift from one human to another. The death of a Gifted hu-

man can create an Ethereal. In turn, that Ethereal can pass over an ordinary human and sink into him or her, granting the recipient The Gift. In this way The Gift is passed from the original recipient to someone else.

Whether or not all Ethereals can do this is open to conjecture. The transferring of The Gift has to be part of the Ethereal's desire, or it has to lead to the desire being met. In most cases the transference is temporary. After the Ethereal's needs are met, The Gift quickly fades away and the human returns to normal, physically if not emotionally.

Through transference, The Gift appears in humans who had not received the Dream, or who hadn't even been alive in 1849. Receiving The Gift from an Ethereal

### USING ETHEREALS

Whether they are used as antagonists, allies, McGuffins, or special effects, Ethereals add an air of mysticism, potentially even horror, to your *This Favored Land* campaign.

If the purpose that drives the Ethereal brings it into conflict with the characters, the Ethereal becomes an elusive and dangerous hindrance. A ghostly figure murders prostitutes in the back alleys of Philadelphia. Trappers go missing in an area of the mountains where natives recently spotted a Sasquatch. The characters kill a Gifted villain whose dying wish is revenge, and now they are hunted by the villain's Ethereal.

Likewise, if the Ethereal's purpose coincides with the characters' needs, the entity can aid the characters by providing clues or Gifted assistance. The Ethereal of a dead companion hovers around the characters like a protective angel. The Ethereal of a slave who was beaten to death converses with the characters well enough to describe her killer. A Confederate spy in Washington wakes to find classified papers lying on his desk each morning.

Ethereals work equally well as the backbone of an adventure or as a plot complication by serving as an explanation for a number of supernatural phenomena, from poltergeists to demonic possession.

While Ethereals make useful NPCs, "monsters" or "plot coupons," they are primarily used to grant The Gift

to unGifted characters. Humans absorb an Ethereal's Gift through transference (see the Transference Intrinsic on page 43). Characters can gain any Gift in this way; The Gift does not have to be a part of their nature or personality. An obese man with no interest at all in physical fitness can suddenly gain The Gift of incredible speed. A woman who is afraid of heights can absorb The Gift of flight.

The ability to absorb an Ethereal's power has important in-game benefits. It's the only way a character born after 1849 can receive a Gift. In the default setting for *This Favored Land* it's the only way a character can gain a Gift that is out of sync with the character's personality. If the GM creates an adventure that requires a specific Gift, she can pass that Gift on to a player by way of an Ethereal. The Gift can be temporary, too (see the Conditional Discharge Flaw on page 47).

This transference principle also makes a handy justification for characters gaining additional Gifts through the expenditure of experience points: Spend the experience points building an Ethereal and absorb The Gift through transference. This could even form the basis of an interesting adventure. On the downside, the character also absorbs the Ethereal's drive as an obsession (see the Obsessed Intrinsic on page 44).



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comes with a cost. The Ethereal's drive, its purpose, is transferred to the human along with The Gift.

Etherials are a finite resource. Not every Gifted who dies releases an Ethereal. Therefore, without another event like that in 1849, the ranks of The Gifted will slowly die off, leaving only a handful of Etherials to haunt the living.

### THE VELVET GLOVE

Southern Rights Clubs began forming in the 1830s with the stated goal of preserving and expanding slavery. By the 1850s some men saw the advantage in a formal organization that brought all the various Southern Rights Clubs together. In 1854, in Lexington, Kentucky, George Washington Lafayette Bickley founded the Knights of the Golden Circle. The name, which appealed to Southern chivalry, came from a circle on a map of North America with Havana, Cuba at its center. The circle included the Southern U.S., Mexico, the Caribbean, and the northern portion of South America. The organization planned to turn all the lands within the circle into a huge slave empire.

The organization took on the trappings common to secret societies. With the organization's military air, Bickley became known as the "General." Local branches were called "castles." Each castle was divided into three official "degrees." The first degree, the Knights of the Iron Hand, was the military division that would do the actual fighting for the revolution. The second degree, the True Faith, was the financial wing. The third, political degree was called the Knights of the Columbian Star. Unknown to most, in 1856, under the leadership of farm implement salesman David Coogan, a fourth degree of the Knights of the Golden Circle was formed, called the Knights of the Velvet Glove.

The KGC spread across the U.S., from New York to California, but it had its greatest success in the South, particularly Texas. In 1860 Bickley boasted that the organization had 150,000 members, many of whom were politically connected. These claims were highly exagger-

ated. In many locations, the KGC was little more than a social club where pro-slavery men could dream big, and dream big they did. Bickley called for the annexation of Mexico, which would be split into as many as 25 slave states, forever ensuring that slave states in the Union outnumbered the free states. In 1860 the Knights sent two filibuster expeditions to the Mexican border with Texas to start the annexation process. Both filibusters sputtered out from lack of support. When the war came most of the Knights, who had already sworn to protect the South from Northern aggression, joined the Confederate army *en masse*.

For David Coogan, the failure of the filibusters was a blessing in disguise. It allowed him and his secretive subgroup within the Knights of the Golden Circle to concentrate on a problem far more pressing than the expansion of slavery into Mexico and the Caribbean: Gifted slaves. Coogan pledged himself to the eradication of every non-white paranormal on the planet.

### FEAR ENKINDLED

George Watt was a 35-year-old tannery owner from Raleigh, North Carolina. He enjoyed participating in the Southern Rights Club of Raleigh, where alcohol and white supremacist talk flowed in equal measure. On March 10, 1855, Watt chanced upon a slave boy picking apples in a plantation orchard. The boy was reaching some of the middle branches . . . by standing on thin air. Watt befriended the boy over the course of several days. The child happily demonstrated his ability in the woods near the edge of the plantation, proving that it was no trick. The boy talked of two other slaves with special abilities. Watt thanked the boy, and then beat him to death. After disposing of the body, he quietly walked up to the plantation house and dropped \$400 in cash at the door, the amount Watt thought was a fair price for the dead slave.

Over the next two weeks, Watt and three of his KGC associates murdered two more Gifted slaves. Watt



# FILIBUSTER!



American filibusters of the 19th century were private citizens determined to force the U.S. government into enacting Manifest Destiny. Filibusters—from a Dutch word meaning freebooter—formed small armies of like-minded men and traveled to foreign lands with the intention of capturing the territory for the United States. Once successful, they assumed the U.S. government would recognize them and annex the territory. None of them succeeded.

Mexico was a favorite filibustering target, as were Cuba and the other Spanish possessions in Central America. Spain was seen as weak, her lands an easy target. Slavery was legal in Cuba, so that island was of particular interest to Southerners wishing to add a new slave state to the Union.

Narciso López, a Venezuelan by birth, tried three times to capture Cuba. President Zachary Taylor stopped his first expedition in 1849 before it started. López approached then Senator Jefferson Davis to command his army. Davis turned down the offer, but suggested López talk to his friend Major Robert E. Lee. Lee, too, turned down the offer. Undeterred, López landed a force of 600 men in May 1850. When locals failed to rally to his cause, López retreated back to his ships and disbanded his force at Key West, Florida.

López tried again in 1851. Impatient, and hearing that revolutionaries were waiting for him, López sailed from New Orleans before his full force was assembled. When he landed in Cuba he found out the revolutionaries were a fiction created by the Cuban government. His men fought a couple of spirited engagements,

but they were overwhelmed by superior numbers and surrendered. Most of the captives were executed by firing squad, including López.

The most notable filibuster was William Walker. Walker, a native Tennessean of Scottish descent, invaded Baja, California in 1853 with 45 men and declared himself president of the Republic of Lower California. He was forced back to U.S. territory a few months later due to strong Mexican resistance, a lack of supplies, and no support from the U.S. government. He landed in Nicaragua with a small force in 1855. His army defeated the Nicaraguan national army and he eventually became president of Nicaragua. Unfortunately, he made powerful enemies, including industrialist Cornelius Vanderbilt, who had business interests in the region. To gain Southern sympathy, Walker made Nicaragua a slave state, which did not endear him to Nicaraguans. A Costa Rican army invaded the country and Walker found himself back in the U. S. in 1857.

Walker tried to return to Nicaragua two more times. The second time he landed in British-controlled Honduras. Almost at once his men began deserting him. Finding himself in a precarious position, he surrendered to the British Royal Navy. Although he was promised protection, the British handed him over to the Hondurans, who shot him on September 12, 1860.

Walker's pro-slavery bent turned the north against filibustering. Filibustering died out as the nation's attention turned to the Civil War and, afterward, to the expansion of the West.

convinced David Coogan of the phenomenon by coercing a slave into demonstrating his parahuman abilities. The others in the group didn't need convincing; they went along simply for the chance to kill Negroes. Watt and Coogan, though, were motivated by the fear that once organized these "tainted" slaves might rise and slay their masters.

A greater truth soon sunk in. If there were this many "tainted" blacks around Raleigh, how many were in the country as a whole? Watt was overwhelmed with dread. He had to warn Southern whites of the danger among them. Watt scoured the Raleigh-Durham area for more "tainted" slaves. He found one in late August,

an old woman named Charity who could see through walls. Watt purchased her with the intention of using her to demonstrate the "taint."

In late September, Watt headed to Richmond, Virginia with the slave. He had an appointment with the masters of Richmond Castle #1, one of the largest Knights of the Golden Circle chapters in the country. The only other person who knew the purpose of Watt's mission was Coogan.

A week later, Coogan learned that Watt had been shot outside the Exchange Hotel in Richmond, leaving behind a grieving wife and two young daughters. Although the murder took place in bright daylight, no one



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could remember a single feature of Watt's assailant. Watt never made it to his appointment with the Richmond KGC. The old female slave was nowhere to be found.

Suspecting some kind of abolitionist plot, and fearing for his life, David Coogan escaped Raleigh. He had family in Tennessee so he sought out the Knoxville KGC castle. He told them of Watt's murder while leaving out the para-human portion of the story. He received a sympathetic ear from the rank and file. There had been rumors of Yankee abolitionists murdering good, Southern gentlemen, and now they had the proof from the mouth of one of their own. While heartened by his reception, Coogan could not explain what he really feared; "tainted" slaves rising in revolt with the help of shadowy Yankees.

The castle gave Coogan a stipend so that he could spread his warning to other castles. Coogan took the money and headed for Lexington, Kentucky, birthplace of the KGC. He was received in Lexington much as he was in Knoxville. Outraged Knights listened attentively to the story and pledged themselves to the destruction of the abolitionists, but nothing concrete came of it. The Knights were preoccupied by the influx of abolitionists into Kansas and plans to filibuster Mexico. They sent letters of warning to the Richmond castle, but little else.

Coogan went on to Louisville. It was here that his luck changed dramatically. One of the Louisville KGC Knights remembered a Louisianian living in Cincinnati asking similar questions. The man's name was Gabriel Soignier. The Knight sent a letter of introduction to Soignier, and Coogan left for Cincinnati.

Born in Lafayette, Louisiana, Soignier spent most of his 25 years on riverboats. Soignier was Gifted with unearthly good luck. Intelligent to boot, he made his living gambling on the Mississippi and Ohio rivers.

Once Coogan took Soignier into his confidence, Soignier returned the favor and told the North Carolinian what he knew about The Gift. The Cajun's tale of Gifted blacks and coloreds reinforced what Coogan already feared, but it also gave him hope. If they could recruit whites with these abilities they could stand against the "tainted" blacks and their Yankee brethren. The problem was proving these admittedly outlandish ideas. Soignier knew how to do that.

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In April, 1856 they found a mulatto slave named Bettsey working as a prostitute in a New Orleans brothel. Among her many talents, Bettsey could move things with her mind. Coogan and Soignier purchased her and brought her before a select group of Knights in the New Orleans castle.

The Knights were so impressed and so disturbed by her demonstration of The Gift that they formed a new division within the KGC. They called themselves the Knights of the Velvet Glove, a poetic turn of phrase chosen by Coogan to represent the delicacy of the matter at hand. The New Orleanians elected local officers among themselves. Coogan became the group's "Field Marshal" (a deliberate insult to Bickley's status as "General") with Soignier as his lieutenant. Coogan would direct the group while spreading the word to other castles.

Their mission was simple. They would protect the United States of America (and, after secession, the Confederate States of America) from the threat of "tainted" coloreds. There would be no filibustering for the Velvet Glove. Their job was to protect the homeland. They would become the secret police of the KGC.

### MISTAKEN FOR MALEVOLENCE

As of 1861, the era of *This Favored Land*, the Knights of the Velvet Glove operate in castles within ten states: North and South Carolina, Georgia, Louisiana, Mississippi, Arkansas, Missouri, Tennessee, Kentucky, and Texas. Coogan avoids Virginia, fearing the group who murdered Watt.

As far as the rank-and-file members of a KGC castle are concerned, the Knights of the Velvet Glove do not exist. Most castles do not have Velvet Glove members. In all but the largest castles the Velvet Glove rarely numbers more than a half a dozen. Prior to the Civil War there were less than 200 Velvet Glove men in the entire country.

Coogan singles out men who *a.* believe his demonstration of The Gift, *b.* can keep a secret, and *c.* would ruthlessly protect the white race. He could never have succeeded at this task if not for Soignier's unearthly ability to chance upon just the right men.

The Velvet Glove operates clandestinely, using a cipher that Coogan created for written communications. Members are encouraged to develop a network of spies, particularly among the slave population. Coogan and Soignier developed a set of guidelines for determining potential members. The guidelines are heavy on determining a man's "moral character" and commitment to the cause, but they also include practical considerations such as signed letters of recommendation.

The Velvet Glove's methods are brutal. Once a Gifted black or native is discovered, usually through a network of paid informants, the members join together in a lynch mob. The victims are shot or stabbed or sometimes hanged, and their bodies are buried or hidden. The Velvet Glove try as much as possible to make it look like the victim ran away or left town. If they suspect a slave's owner might expend undue effort in tracking down a slave, they will try to make the slave's death look accidental. They've been known to trump up charges (usually rape or murder) against freedmen and hire bounty hunters to track down "tainted" runaways. When they discover a Gifted free black in a Northern state, they use the Fugitive Slaves Act to spirit their quarry into a slave state, where they are never seen again.

Their victims are primarily blacks and natives, though they are not above killing whites if they suspect them of being abolitionists or troublemakers. Often their victims show no signs of The Gift. Mere rumor is enough for some castles to spring into action. This is particularly true in the Border States, and in Texas, where the presence of Gifted Mexicans has caused no little consternation.

The relationship between the Knights of the Velvet Glove and Gifted whites is complicated. Many Knights don't trust any of The Gifted, regardless of color. Others see white Gifted as Christian soldiers created by God to deal with "tainted heathens." Most see Gifted whites as a necessary evil, but few are allowed to join the Velvet Glove. Soignier is an exception, but no one except Coogan and Bettsey know he's Gifted. Instead, they prefer to keep Gifted whites who share their racial views within reach if needed, but outside of the organization proper. Some castles have gone a step further and



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divided the Velvet Glove into two “degrees,” allowing Gifted whites into the Junior degree but never the Senior degree. This practice is generally frowned upon.

The group has come close to disaster on several occasions. In Vicksburg, Mississippi in 1857 a plantation owner was so incensed at the idea of “destroying property” that he threatened to expose Coogan and Soignier. The man’s body was found two days later in the Yazoo River. In the summer of 1859, Coogan chose the wrong men to recruit in Atlanta. The result was an indiscriminate killing spree and the imprisonment of half of the city’s Velvet Glove membership. The Nashville KGC castle was engulfed in flames the night Coogan spoke to a select few members in 1860. Only he, Bettsey and Soignier survived. Coogan believed the fire was no accident. Since then he has traveled under an assumed name.

The organization is constantly on the watch for groups of Gifted abolitionists. Coogan suspects—wrongly—that such a group murdered Watt. An abolitionist group fitting Coogan’s expectations and fears does exist, but the Sons of Canaan are much smaller than Coogan’s imagined nemesis. The Knights of the Velvet Glove are largely hunting paper tigers, while leaving a well-hidden trail of death and misery in their wake.

### KNIGHTS AND COPPERHEADS

The Knights of the Golden Circle all but dissolved in the South as its membership left to join the Confederate army. In 1863 the KGC’s founder George Bickley joined a North Carolina regiment as a surgeon. What happened to the organization in the Northern states is more convoluted, and more controversial.

Opposing the Civil War in the North was a faction of the Democratic Party called the Peace Democrats or, more commonly, the Copperheads (named after the copper liberty-head penny they wore as a badge). Beyond exercising their First Amendment rights to criticize the government, some Copperheads fomented dissent and encouraged Union soldiers to desert. The Lincoln administration rounded up Copperhead leaders and held them in jail for months at a time without charging them.

There is no doubt that during the war Northerners believed the KGC was operating in the North as a fifth column. During the 1864 political campaign Republicans accused some Copperheads of secretly belonging to the group. There was a secret Copperhead

### USING THE VELVET GLOVE

The Knights of the Velvet Glove range throughout the South and into the Border States. Velvet Glove agents and like-minded Copperheads operate in small groups throughout the Union. These Knights are the largest “Gifted aware” group on the continent. While there are Gifted among the Velvet Glove’s members, most members are regular men with a disdain for the Gifted. At the start of the war they try to avoid military service, believing their mission is more important. Where military service is unavoidable, they join Home Guard and militia units. (For a fictionalized view of the Home Guard, see Charles Frazier’s novel *Cold Mountain* and its film adaptation.)

Most of the Velvet Glove are drafted by 1864, as it becomes very difficult for any able-bodied man in the Confederacy to avoid combat, at least without powerful friends. The few Knights left behind are more likely to be politically connected, Gifted, ruthless, and/or desperate. The organization may be much smaller by the end of the war, but like a wounded animal those pockets that remain are much more dangerous.

In 1861, the Velvet Glove are unaware of the Sons of Canaan. They are aware of the Underground Railroad and act against it. Their greatest fear is an organization of Gifted slaves. It’s only a matter of time before the Knights’ fears are realized and they discover the Sons of Canaan, at which point the Sons will be the main target of the Velvet Glove. The Velvet Glove’s archenemy is the Society of the Raven, which takes a dim view of the killing of any of the Gifted. It was the Society who murdered George Watt in Virginia in order to silence him. If the player characters belong to the Society, they will likely spend a good deal of their time foiling the plans of the Velvet Glove.

As reprehensible as their acts are, the Knights of the Velvet Glove truly believe that what they are doing is best for their society (that is, white society). Their belief in their moral superiority, and the vast number of sympathizers that might appear if their mission was made public, make them a very dangerous opponent.

society in the North called the Order of American Knights, who later changed their name to the Sons of Liberty. The leader was Clement L. Vallandigham, a prominent Copperhead who ran for governor of Ohio in 1864 (to avoid Union authorities, he ran his campaign from a hotel in Windsor, Canada). In 1864, rumors circulated of a plot by the Sons of Liberty to free Confederate prisoners from several prison camps. Union spies infiltrated the group and foiled the plot.

While it’s likely that members of Northern KGC castles formed the backbone of the Sons of Liberty, a direct lineage between the KGC and the Sons of Liberty is questionable. Regardless, in the minds of many Northerners the KGC and the SOL were linked. Stories abound of the Knights’ espionage activities, such as recruiting soldiers for the Confederacy in Indiana, and running guns to Quantrill in Missouri. These stories almost always connect the Knights with radical Copperheads.

The actual effectiveness of the KGC is open to debate. Most scholars believe that except for Kentucky, the KGC had essentially disbanded in the North and that their exploits were mostly fictional or exaggerations. The KGC reappeared after the war in the West, but as a mere shadow of its antebellum self. On the other end of the spectrum, modern conspiracy theorists have gone so far as to suggest the Knights hid billions of dollars in Confederate gold at the end of the war.

*This Favored Land* takes the view that the Velvet Glove operated throughout the war, and that the Velvet Glove formed the nucleus of the post war KGC resurgence. As Knights joined the Confederate army, the other KGC divisions dissolved in the South. The Northern castles broke up when the bulk of their members joined the Sons of Liberty, allowing the Velvet Glove to infiltrate the Copperhead movement. Since the Velvet Glove was an already secret faction of an otherwise secret society, it’s not surprising that it escaped the notice of modern historians.



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# SONS OF CANAAN

January 27, 1854; Vera Cole was a 37-year-old free woman of color. Her husband, a successful barber, bought her out of slavery five years after he purchased his own freedom. Together they operated a “station” on the Underground Railroad, helping slaves escape from pro-slavery Missouri to the free state of Illinois. Her husband William, 41 years old, lay in bed at home, sick with a fever. In his stead, Vera accompanied two free black men as they ferried two male slaves and a female slave with her baby across the Mississippi River at St. Louis. She was arrested for enticing a slave out of the state.

Waiting on the far shore were federal marshal Daniel Ross and Andrew Graves, the owner of Georgina, the female slave. As Georgina sobbed, Graves vowed to “sell her down the river” to a plantation in Mississippi or Louisiana, where she would labor hard for the rest of her days. The baby would remain with Graves.

Ned Tatum was a free black living in Illinois. He panicked and ran for his cart. Ross aimed his Walker Colt pistol at him and fired. Ned died before he hit the ground.

Ruben, the thirty-year-old escaped slave, scowled and pointed a finger at Ross. Ross swung the gun toward the Ruben. Blue light emanated from the slave’s fingertips. A chunk of ice formed around the gun and up Ross’ arm.

Vera watched in shock as Graves brought his gun to bear on Ruben while Ross howled. Blue light leapt from Ruben’s hands and engulfed Graves, freezing the slave owner solid. Ross pawed at his knife with his left hand. Ruben finished the job he started on Ross’ hand, freezing the man’s entire body. Ruben looked around, and without another word he ran off into the night.

Vera and the others left Ned where he lay; they had little choice. Joseph, the other escaped slave, and Charles, Vera’s servant, threw Ross and Graves into the river. Vera held Georgina and the baby, only partly for the warmth. Charles gave Joseph directions, and Joseph drove Georgina and the baby in Ned’s cart to a nearby

safe house. Charles and Vera rowed back across the river in silence. When William asked what happened, Vera recounted the tale as best she could without mentioning the supernatural elements.

Ross and Graves were found the next day. Their deaths were attributed to a tragic accident. The local sheriff hypothesized that they came upon Ned, who was doing no good, and ended up shooting the Negro. Then, tragically, the two men slipped on the bank and fell into the water where they froze to death. Pro-slavery newspapers implied there was something more sinister to the case, but nothing else was discovered. Within a few months the matter was largely forgotten.

## A ZEAL WORTHY OF A MORE RATIONAL CAUSE

Vera would never forget that night. Like most who witnessed The Gift first hand, Vera’s encounter with Ruben changed her. Over time, she came to believe that God had granted Ruben amazing powers so that he could escape bondage. Were there other Rubens in the land? She meant to find out.

Although she didn’t know it, she too was Gifted. As she wished for Gifted blacks to visit her, more and more did. Whenever they came within 20 miles of her home, they encountered a feeling of benevolence and peace. As her home was a “station” on the Underground Railroad several were headed in that direction anyway. Others detoured to find her. By the 1860 elections, Vera Cole had met over a dozen Gifted blacks.

While none of their Gifts approached the strangeness of Ruben’s power to freeze, the sheer breadth of their abilities astounded Vera. Scared to show their Gift to members of their own family, they had no trouble performing their miracles in front of this friendly freed woman.

The first Gifted slave to arrive after Ruben was Albert Tucker, who showed up on May 12, 1854. He strolled up to Vera’s door in the middle of the day without anyone noticing. Albert was well clothed and fed, not the typical “passenger” on the Railroad. Vera soon



# ROLEPLAYING IN AN INTOLERANT SOCIETY

The world of the 19th century was incredibly intolerant by modern standards. In American society the only people to escape discrimination were white Protestant American men of English or Scottish descent. If you were black, Native American, Irish, Italian, German, Chinese, Roman Catholic, Jewish, Mormon, homosexual, poor, or a woman—in other words, among the majority of the nation's inhabitants—you would encounter discrimination every day of your life. Racism, sexism, nationalism and religious intolerance were rampant around the globe.

Part of the allure of historical games is recreating history, but how do you recreate history when the time period has such an ugly side to it? The answer starts with communication and ends with respect.

As a GM, before starting your game decide on a level of realism for your campaign. Discuss it with your players. Describe the limitations society imposed on people who were not white, Protestant American men of middle class or greater income, and explain how closely you intend to adhere to these limitations in your campaign. It is important that everyone knows how 19th-century and 21st-century sensibilities differ.

With ingenuity and research, almost any character concept is viable. Consider some characters that might seem too anachronistic: a politically astute black man in New England's white upper class society; a white, anti-slavery military commander in the Confederacy; a husband and wife with anti-secessionist feelings who both fight as soldiers in both the Confederate and Union armies; and a Jewish politician in the Deep South. In fact, each of those "characters" was a real person: Frederick Douglass, writer, statesman and orator; Lieutenant General Thomas "Stonewall" Jackson; Keith and Sarah Blalock (see page 107); and Judah Philip Benjamin, the Confederate attorney general.

The most prevalent form of discrimination is the most difficult to overcome in a game: sexism. Women and men moved in different social circles. Decent women never openly associated with men who weren't relatives, employers or employees, unless they were courting.

If your game adheres to some semblance of social realism, it is important that there be a socially acceptable relationship between the female characters and at least one of the male characters in a mixed-gender adventuring party. The female character could be a relative, a servant, or (rarely) an employee or employer. The player is by no means forced to play the character as subservient, and the relationship doesn't

have to be genuine. It simply acts as a social justification for all characters to be present in public at once.

If there is more than one female character present, only one needs to be related to a male character. Women formed close bonds with each other, and the presence of one woman is enough to justify the presence of other women.

Though society considered women inferior to men, that doesn't mean your adventures have to reflect that view. Women were limited in where they could go and with whom they could interact, but the same is true of men. No woman would ever confide in a strange man, which makes investigative adventures involving an all-male party difficult when a key witness is a woman. Use the prejudices of the time to your advantage. Female spies in the war often got away with clever ruses simply because men thought they were incapable of deception.

Women are not allowed in the military, and even those women who travel with the army (officers' wives, camp followers, and prostitutes) are never allowed near combat. But you could play a female character pretending to be a man. While it might seem far fetched, some 400 women in the Union army did exactly that.

Religious bigotry doesn't have to show itself in your game unless the players and the GM want it to further an adventure's plot. Creed isn't as immediately obvious as skin color or gender.

Racism and nationalism are not as easy to sweep aside. Americans in the 19th century saw everything through the lens of race or country. As with gender discrimination, you can tackle racism by using racial stereotypes to the characters' advantage. Non-white characters aren't allowed in certain shops, saloons or restaurants, but white Anglo-Saxons are unlikely to gain access to the restaurant's servants, and they will come under suspicion in an immigrant neighborhood.

The most odious form of racism is slavery. The easiest way to handle it is to have each character oppose slavery; but that would be ahistorical. For mature players, developing a character from a pro-slavery attitude to an anti-slavery stance can be a powerful gaming experience. Even Lincoln considered enshrining slavery in the Constitution if it meant preserving the Union.

At the same time, a pro-slavery character (or a misogynist, or an anti-Semite) is no excuse for offensive behavior. We game for fun. When there's a question of acceptable behavior, err on the side of respect for your fellow players.



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learned that Albert could disappear before an observer's very eyes. Vera introduced Albert to William. Albert demonstrated his Gift, and Vera described the events of that cold January night. William was now privy to their secret. Vera eventually hired Albert to work in her home. His lack of freedman papers didn't matter much, as no one was able to find him in spite of repeated attempts by bounty hunters.

The next Gifted slave was a flawless beauty named Phyllis. Though she claimed to have been beaten several times, and even struck by a carriage once, she was in perfect health and without a single scar. Phyllis stayed but a single day before continuing on to Canada.

The third Gifted fugitive was Samuel Hawkins. Samuel could neither read nor write, but he could copy anything, perfectly. Vera set Samuel to forging freedman papers for fugitive slaves.

Other Gifted fugitives came and left, but they all kept in touch with Vera and William through letters and go-betweens. In two separate incidents they helped Gifted slaves, now free, purchase loved ones and take them north. None of them forgot the free black storeowner, or the woman they were mystically drawn to meet.

The violence of "Bleeding Kansas" and the Dred Scott decision drove William and Vera to act more directly. In March of 1857 they sent letters to The Gifted they had met over the years. Vera, William, and seven Gifted ex-fugitives—including Albert—met in the home of sympathetic abolitionists in Cairo, Illinois. With the possible expansion of slavery imminent, and with the Fugitive Slave Act slowing the flow of "passengers" on the Underground Railroad, they discussed ways of increasing the northern flow of escaped slaves.

They agreed to seek the aid of Gifted slaves throughout the South. With their help, they saw no reason why they couldn't double, triple, or even quadruple the number of slaves escaping from bondage. If the South bled slaves, perhaps the cost would be great enough to make the "peculiar institution" a losing proposition. It meant, though, that some of those present would have to slip back into the South and risk bondage or worse.

Noting that they were potentially sending seven blacks back into slavery, Vera remembered the biblical story of Noah cursing his own grandson and his descendants with slavery. The grandson was Canaan, who had seven sons. Vera christened the assembled group the Sons of Canaan.

Over the next several months the Sons (which included three women) created a fragile web of contacts along the routes of the Underground Railroad. The contacts were mostly free blacks and sympathetic whites who already belonged to the Railroad. They were asked to listen for "accounts of the unusual and bizarre." Ironically, their methods were not unlike those of the Knights of the Velvet Glove, though they were performed with far more discretion. They didn't find their first Gifted contact, a free laborer in northern Tennessee with unusual strength, until November 1857. By the mid-term elections of 1858 twenty Gifted slaves joined the Sons of Canaan. By July of 1859 that number had risen to 61 and included all the slave states except Delaware. In that period the Sons of Canaan helped over 1,000 slaves escape from the Deep South.

Their success turned sour in the fall of 1859. Bounty hunters in Marietta, Georgia shot Walter Garner, one of the original seven, in October. Matilda Smith, also one of the originals, was killed in Natchez, Mississippi the following February. Several other Sons of Canaan narrowly escaped capture in South Carolina and Texas. Something was happening to their network.

Walter's death hardened the carefree Albert, who was operating in Atlanta. Albert wrote a series of letters to Vera and William over the next few months advocating retaliation. She and William were adamant that their organization remain one of peaceful defiance. They would help slaves escape, but they would not kill except in self-defense.

This wasn't good enough for Albert. He put together a team of Sons in Georgia. Albert and his group of Sons tracked down Walter's killers. On March 1, 1860 they confronted three men, one of whom was Gifted, on a farm outside Marietta. When it was over, the three men were dead and one of the Sons was injured.

Albert contacted Sons who shared his militant

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### USING THE SONS OF CANAAN



The Sons of Canaan work equally well as allies and foes of the player characters. Modern mores clearly put the Sons of Canaan (at least Vera's and William's group) on the moral high ground, making them natural allies of the PCs. As foes, the Sons of Canaan create a moral quandary: while their acts are morally correct (by modern standards) they are legally wrong (by the standards of the day). Albert Tucker's faction is particularly challenging. His desire to incite a slave revolt is the 19th century equivalent of domestic terrorism, yet the PCs could very well sympathize with him and his fight against injustice.

viewpoint. William and Vera may have been too afraid to avenge their dead, but he was not. Albert became increasingly open about his activities, causing a rift within the Sons of Canaan. By the start of the Civil War Albert was advocating an open slave revolt to coincide with Union operations. Vera argued that a revolt would not end slavery, but it might unite the North and the South against all colored people. Split by opposing philosophies, the friendship between the Coles and Albert crumbled. Albert remained in the Sons of Canaan, but from then on his letters to Vera and William were sporadic.

With armed soldiers marching about, it was harder for the Sons of Canaan to get slaves out of the Deep South. On the other hand, with the country at war, little attention was paid to the Fugitive Slaves Act. The Coles found it easier to move slaves across the Mississippi when Federal forces occupied St. Louis. Elsewhere, the Sons of Canaan found a new mission as Gifted blacks played an active role in slipping intelligence information to Union forces.

After the Union defeats at Bull Run and Wilson's Creek, Albert backed down from his plans for a revolt. Albert is waiting until the Confederacy's army is fully engaged, or the Confederacy is on the

Prior to the war, the authorities throughout the country are the biggest threat to the Sons of Canaan. The Fugitive Slave Act made it illegal to help slaves escape to Canada. The Knights of the Velvet Glove are unaware of the Sons in 1861, but it is only a matter of time before the two groups clash. Given the goals of the Velvet Glove it's likely that the Society of the Raven will aid the Sons, at least initially. Albert's faction, though, risks bringing The Gifted out in the open. The Society cannot let that happen. Even now there are those who believe Albert is as big a threat as the Velvet Glove.

edge of victory. When either of those two situations occur, as Albert is sure they will, a subset of the Sons of Canaan will rise up and throw themselves at the throat of the slaveocracy. Until then, Albert contents himself with gathering intelligence and conducting quiet acts of vengeance.

### JACOB HOLDEN AND THE CONVOCAATION OF GOD

Jacob Jackson Holden was born in Scottsburg, Indiana in February 1815. Holden lost his mother at the age of 14 when his father killed her in a drunken rage. His father died under mysterious circumstances, the inhabitants of Scottsburg believing young Jacob was the cause. Holden escaped down the Mississippi, working the flatboats from Cincinnati to New Orleans, doing whatever he needed to survive.

Even at 14 he was almost six feet tall and muscular. At 16 he hit six feet, four inches in height, and by 18



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he had killed three men, two with a knife and one with his bare hands. His physical power got him out of the trouble his hair-trigger temper attracted. After killing the son of a well-connected Creole politician in a drunken brawl, Holden escaped west into Texas, just in time for the Revolution.

When Antonio López de Santa Anna seized power in Mexico, Texas—a province of the Mexican state of Coahuila—was one of the regions that rebelled against him. The vast majority of Texas' inhabitants were Anglo immigrants from the United States. Some of these Texians wanted Mexican statehood for Texas, others wanted complete independence. More than a few—like Holden—simply wanted a fight.

Holden was one of Colonel James Fannin's force occupying Goliad, Texas. Fannin was ordered by General Sam Houston to abandon the town after the fall of the Alamo. Fannin was slow to respond, and a Mexican force caught up with him at Coleto Creek. After a day's battle the outnumbered Texians surrendered. A week later, on March 27, 1836 (Palm Sunday), the Texians were marched outside of Goliad and massacred under Santa Anna's orders. A shot grazed Holden's head and he feigned death as the Mexicans marched away. Later he joined a small group of Texians who took revenge on straggling Mexican soldiers. Holden relished in the slaughter.

After the revolution Holden tried to settle down in San Antonio, but restlessness sent him west. His quick, cunning mind rapidly developed the skills necessary to survive on the frontier. For 15 years he ranged through Texas and Indian Territory (Oklahoma), trapping and Indian fighting.

In Franklin, Texas (present day El Paso) in late 1849 he was visited by the Gift's Dream. As part of the Dream he saw himself leading a large group of followers who hung on his every word.

When he awoke his mind was filled with questions. What did the dream mean? Was this a vision of the future? Would he lead people into battle? He wasn't cut out for military discipline, as his experience in the Texas Revolution showed. Would he become a politician? That idea sickened him. He pushed the vision to the back of his mind for seven years.

## ALL THE ELOQUENCE I COULD COMMAND

Holden's luck seemed to desert him in October 1856 when he and three companions ran into an Apache hunting party. Holden was the only one captured alive. The Apaches stripped the famous Indian fighter and staked him naked to the hard packed Earth. They intended to mutilate him and then leave him alone to die in agony.

Though his mother raised him as a devout Christian, Holden's faith had lapsed. He saw too much misery, much of it self-induced, to deeply believe in a supreme being. But staring death in the face, Holden suddenly found himself grasping for a thin shred of hope for something beyond this mortal world.

He prayed aloud to God for deliverance. As the Apaches approached him, knives drawn, he demanded that they release him. Surprisingly, they did.

As he pulled on his boots he ordered a young warrior to retrieve his pistols. The warrior retrieved the guns. Holden would later write that at that moment he felt the power of God course through him. He told the hunting party to go away, and they did that too, leaving Holden with his possessions and his companions' horses.

Jacob Jackson Holden was a changed man. He left west Texas believing God had touched him. Along the way he encountered Mexican bandits and an army patrol. He set the bandits to fighting among themselves. He had the army patrol travel 20 miles out of their way to escort him to the nearest settlement. At Comanche Springs he convinced a westward-heading freight wagon train to head back to San Antonio with him, some 300 miles back east. By the time he rode into San Antonio he was convinced he was the Son of God.

He didn't set out to build a congregation, it just happened. Holden used his powers to get what he wanted, and people noticed and approached him. They were outcasts and social misfits. Instead of shunning them, he embraced them. He called his following a "convocation of God."

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Intent on increasing the size of his flock, Holden acquired two wagons, and then he and his Convocation headed for Houston. Just before nightfall on their third night out, the wagons came across a battlefield. Tonkawa and Caddo Indians had fought there a day before. Oddly, the dead lay where they fell. No one came back for the weapons. The Convocation camped close by.

As the sun set, a formless wisp of smoke seemed to rise from the battle site and began to move about the dead with purpose. Holden left his terrified charges and advanced on the apparition. Holden held up a bible and commanded the wraith to leave. The wraith moved toward him, then dodged away as Holden yelled out once more. Over and over the two repeated this dance. The wraith advanced and Holden deflected it with the power of his commands. After each deflection the wraith seemed less and less substantial.

The apparition advanced once more. Holden, hoarse from yelling, repeated his demand. The wisp of smoke hung in place for a moment and then blew away on a stiff evening breeze. Holden returned to his “flock.” They cried and prayed to God, and thanked Holden for delivering them from evil. Holden ignored them. He sat alone, buried in his thoughts. He now had a purpose. When the Convocation arrived in Houston, Holden set them up (for free, of course) in a downtown hotel. He then went searching for ghosts.

Ghost stories were easy to come by. Actual ghosts were not. After a week he gave up and set out for New Orleans. Known as The Crescent City, New Orleans was the oldest and largest city in the South. Within three days he had found a ghost in a guesthouse in the Garden District.

This ghost was an Ethereal, like the wraith Holden had exorcised in Texas. Holden demanded that the “ghost” depart. The formless Ethereal shuddered then advanced on Holden. He felt cold tendrils infest his mind. For the first time in his life, he felt real fear. His confidence left him. As the “ghost” swept over him, his followers ran out into the street. Holden’s demands that they stay where they were went unheeded; his power over them was gone. At that moment the Ethereal did a most curious thing. It slipped into Holden’s body.



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Holden cried out in shock. Suddenly the “ghost” was gone.

Holden’s powers returned later that night. He found his followers. In a pique of rage he ordered them to throw themselves into the Mississippi. They did, walking lemming-like off a pier to their deaths.

He spent the winter honing his beliefs and assembling a new Convocation. Holden gave sermons to his “congregation” with the same, repeated, theme; he was the Son of God come to deliver the world from Satan’s demons. In the spring of 1857 Holden and the Convocation headed north.

He attracted a small crowd everywhere he went, taking the suitably humble honorific of “Reverend Holden.” To his dismay he saw that his powers of persuasion were diluted when he used them on crowds. He soon discovered that these people believed he was the Son of God in the revival tent but forgot it a day or two hence. Nonetheless, he convinced them well enough that his collection plates were always full.

His mind quickly rationalized it. It had to be the demons. Satan’s minions clouded the minds of his followers. Only those within his inner circle were immune. He committed himself to destroying the ghostly demons loose about the country. Once Satan’s minions had been culled, he would present himself to the world as the true Son of God.

Throughout 1857 and 1858 the Convocation of God traveled through the Southern states. Holden spent his days scouring the land for Ethereals and his evenings preaching. In 1859 he moved through the border states of Kentucky, Virginia and Maryland. The Convocation spent 1860 in Pennsylvania, New Jersey and New York. As the country divided and lurched toward conflict, more and more people attended Holden’s revivals. Afterward they remembered agreeing with his teachings even if they couldn’t remember the sermons a week later or what happened to their money.

### USING THE CONVOCATION OF GOD

It is likely that the player characters first encounter Holden and his followers through a revival meeting. As a man of the cloth, and with his particular Gift, Holden can travel anywhere in the Union or the Confederacy with relative ease. Whether Holden is in a tent outside Boston or in a Masonic hall in Richmond, his charisma is clear even if his message is not. If the PCs discover they’ve contributed more to the collection plate than they intended, they might assume that Holden is little more than a petty crook or a con man. This could prove to be a very dangerous assumption.

Holden’s focus on Ethereals may seem fairly innocuous while a war ravages the country, but in fact his destruction of Ethereals is slowly destroying The Gift. The only Gifted humans are those who experienced the 1849 Dream, and those who absorbed their powers from Ethereals. Unless there is another dream episode, all the Gifts that will ever appear are already on the Earth, locked within humans or tied to Ethereals. Every Ethereal Holden dispels is one less Gift that could, potentially, transfer to a human. The Gift is a finite resource that Holden is depleting.

Eventually Holden will discover people with The Gift. He will naturally assume Satan possesses them. If he can’t purge The Gift from them, he may have to settle for taking their lives.

Most (but not all) of his followers stay with him due to his powers. If his subconscious control were to slip, a follower might suddenly try to escape. In the past, such disloyalty was severely punished. Holden has a dangerous temper and a ruthless, vicious streak.

The Society of the Raven is aware of the Convocation’s religious activities, but they do not know about Holden’s destruction of Ethereals. Once they find out, they will have to eliminate Holden, which is far easier said than done. Holden represents the worst fears of the Society: one of the Gifted with delusions of godhood. If the PCs belong to the Society of the Raven they could very well be given the unenviable task of investigating and eliminating the threat posed by the Convocation.

For a carnivale macabre feel, begin the campaign with the PCs as members of the Convocation with latent powers. By day they do God’s work as Holden’s “disciples.” By night they hunt ghosts. Imagine the fun that ensues when Holden becomes aware of their powers. Will he embrace them as blessed apostles, or will he denounce them as demons? Throw in the Society of the Raven and you have the PCs stuck in the middle of a conflict that could reach epic proportions.

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### EVERY NOTE THAT HE UTTERED

Holden believes he was put on the Earth to do good works. He sees no reason why he can't be rewarded in this world and the next. That's not to say he's merely a petty grifter. He truly believes in the righteousness of his actions. He is particularly fond of underprivileged children, as he sees something of himself in them. He gives to the poor and helps the needy, though sometimes in unorthodox ways, such as using his Gift to make storeowners hand out food to the starving. Holden has on occasion tried to will the sick to heal themselves. He does not have healing powers, but his Gift can block chronic pain.

Some believe in Holden's abilities even without the effects of his Gift. Some of these people are in positions of influence and power, among them Senator Louis Wigfall of Texas and Governor Andrew Curtin of Pennsylvania. They defend Holden and his ministry even when not directly commanded by Holden himself.

By the time the Civil War begins, Holden has "exorcised" more than 20 Ethereals in eight states. He has not yet encountered a Gifted human, but it's only a matter of time until he does. The Gifted, though, have noticed him. The Society of the Raven watches Jacob Holden very carefully, from a discreet distance. This is wise, because unknown to them Holden has inherited certain Gifts that even he doesn't know about.

### THE SOCIETY OF THE RAVEN

Kurt Auerbach was the first to see the pattern. It was the end of the hot, cholera-tainted summer of 1854. He sat behind a table in the home of Mrs. Alice Fahnestock; a wealthy, widowed New York socialite. The table was covered in notes and newspaper clippings. Kurt, who taught mathematics at Columbia College in New York City, acquired a Gift of uncanny deduction and problem solving in 1852. He saw the pattern before he had finished reading the last of the articles.

The clues were subtle. Churches reported a small increase in attendance. Demonstrations of mesmerism sold out concert halls. Country newspapers dedicated precious column inches to humorous tall tales. American scientific journals published a greater volume of papers on nervous system physiology, while a handful of journals dealing with metaphysics had no problem finding an audience. To Kurt's Gifted mind, the locations and dates fell into place like iron filings around a magnet.

The clues propagated from a specific time. Kurt pegged the date as autumn of 1849. The "event" (though as yet he had no idea what the "event" could be) was centered on the eastern seaboard. It peaked east of the Allegheny Mountains, troughed in the plains, and rose slightly west of the Rockies.

Although he didn't know it, Kurt had plotted the "dream wave" that heralded The Gift.

Mrs. Alice Fahnestock approached Kurt because of papers he had published in obscure mathematics journals. He recognized the irony that he had contributed to the pattern. She asked him to continue working with her to find some very important people. He asked who these people were, but she couldn't say. She reassured him that they would know them when they found them. He was intrigued enough to agree.

Mrs. Fahnestock brought Kurt the information, and he told her where to look. This continued until she asked Kurt to join her in a meeting on October 7, 1854. When he arrived at her home, he was ushered into her parlor. Already present were Mrs. Fahnestock, three men and a woman. After Kurt entered, she shut the parlor door.

### I DREAD THE EVENTS OF THE FUTURE

Alice Fahnestock began the meeting with a quotation. "I dread the events of the future, not in themselves, but in their results. I shudder at the thought of any, even the most trivial, incident which may operate upon this intolerable agitation of soul." The passage was from *The Fall of the House of Usher* by Edgar Allan Poe, who had died five years



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ago that day. The passage exactly fit a burden that lay on her soul. She explained that she could see into the future, and that the survival of mankind was at stake.

No one seemed unduly shocked at her statement. Kurt understood why when she introduced everyone in the room. Victor Matlin, a doctor, could diagnose a patient's every ailment at a glance. Alan Durst, a banker, could confuse and befuddle anyone within sight. Robert Crick, a retired army engineer, could write huge volumes of text by hand in minutes. Elizabeth Sullivan, the daughter of a wealthy publisher, could enter the mind of any person on the planet. Everyone present was Gifted, and they were far from the only ones.

Alice never described in detail the visions she received. It was never quite clear whether she feared altering the future or feared that the future would come to pass. Nevertheless, she stated that two things must never happen. The existence of this "gift" should never become common knowledge, and the "gifted" should never fade from the Earth. She hinted that some great cataclysm would befall the Earth and without The Gifted, humanity was doomed to a new Dark Age.

She wished to form an organization dedicated to preserving The Gift from the twin dangers of discovery and annihilation. She wanted the people in the room to form the core of that organization, if they were willing. After much discussion, the decision to join together was unanimous. In honor of Poe's most famous poem, Alice named the group the Society of the Raven.

Alice was the group's organizational heart, but her vision of the future was of no help in locating The Gifted. For the Society to work, they needed eyes and ears throughout the country. The duty of finding those people fell to Elizabeth Sullivan.

Elizabeth was 18 years of age. She was quiet, shy, and possessed a keen intellect. Her Gift opened a door into another person's mind. She could see what they saw, hear what they heard, and feel what they felt. She could sense their emotions, but she could not read their memories, nor could she influence them. Some of the minds Elizabeth visited disturbed her. She rarely spoke of these in detail. Others amused, even titillated, her. Most genuinely bored her. She was fond of saying

that peoples' lives were not as unique or interesting as they, themselves, thought.

Elizabeth could find The Gifted from their actions, but with 25 million souls in the United States alone, such a search was daunting. What's more, Elizabeth could only visit a few minds in any given day.

With Kurt's help, the search became manageable. Kurt saw the patterns that indicated Gifted activity. He narrowed down the locations. Elizabeth would then hop from mind to mind in that vicinity until they found someone who was Gifted.

Elizabeth was the Society's filter. Only the people she said were suitable were forwarded to the Society for consideration. Not everyone she brought forward was chosen, either. Though the original six members were from the upper half of American society, they were astute enough to know that they would have to recruit members from all walks of life, all socio-economic classes, and, yes, all races. Though this did not sit well with everyone, the six original members agreed in principle that it was a necessary evil.

The Society required no specific moral code beyond the concept that protecting The Gift was its paramount concern. In the Society's eyes, the life of a Gifted murderer really is worth more than those of his victims, unless those victims are also Gifted. The Gifted are, quite literally, more important than the rest of humanity.

### **IMPERTINENT AND DOGGED INTERFERENCE**

Within a year the Society had a dozen operatives spread across the country. During the recruitment process each one talked personally with Alice. Although she refused to reveal the nature of the future cataclysm, they believed her sincerity. Each of them understood the necessity of keeping The Gift a secret while protecting The Gifted from persecution.

Society members tended to come from the North because the Society's base was in New York and the North had a larger Gifted population, but also because

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of ideological reasons. Alice wasn't looking for abolitionists, and she didn't care about a member's view on slavery. She just needed the member to agree that every Gifted life was worth protecting. People willing to agree with the Society's creed were harder to find in the slave-owning South.

In the early months, their mission was easy to undertake. Most demonstrations of The Gift were inadvertent. The Society worked with a few to teach them control of their Gift. Others were more troublesome. Such was the case of Alvin Fuller. Fuller used telekinesis in a stage show in Boston. Repeated requests to tone down his act met with indignation. The Society had no choice but to brand him a fake. Erik Orndorff, a Gifted recruit, formed light illusions around moving objects, giving them the

### USING THE SOCIETY OF THE RAVEN

The Society of the Raven exists outside of the political and ideological polarities of the war. In Society doctrine, a black man or an Irish woman with The Gift is automatically above the level of a normal white man. Not everyone in the Society is comfortable with this egalitarianism. Alice Fahnestock's predictions of apocalypse are so persuasive that they grudgingly accept it, but hidden below the layer of civility at Society meetings is a smoldering resentment of "inferiors" with The Gift. Some members quietly wonder whether the death of one or two Gifted "inferiors" would really hasten the apocalypse.

Still, the easiest way to bring disparate characters into a single campaign is to make them members of the Society of the Raven. The war has physically divided the Society. Alice Fahnestock has resorted to creating her own Gifted spy network to send messages between Northern and Southern Society members. This offers a unique opportunity for a spy campaign that may have little to do with the military.

Even if the player characters do not belong to the Society, it is likely that they will cross its path. The Society is as interested in concealing The Gift as it is in preserving it. Overt use of The Gift will bring Society agents down on the PCs swiftly. If the PCs are circumspect in their use of The Gift, they may be asked to join the Society.

The Society is beyond ordinary morality. If the Society sees the PCs as a threat to the preservation of The Gift, they are not above killing them "for the common good."

impression that they were on wires. Alan Durst, one of the original six Society members, reduced Fuller to a stammering wreck. Fuller's career was destroyed.

The ease with which they protected The Gifted was shattered in the fall of 1855. Elizabeth visited the mind of a Gifted black woman named Charity on a trip to Richmond with her master. She soon discovered that her owner was presenting her before the Knights of the Golden Circle to prove the existence of The Gift.

The central members of the Society of the Raven met. In a single evening the tone of the Society changed. They acted as judge and jury over the fate of George Watt of Raleigh, North Carolina. They decreed that Watt had to die.

Nelson Tackitt was the youngest of the new recruits. He could move, in small bursts, faster than the eye could follow. On September 28, 1855, Nelson Tackitt murdered George Watt in broad daylight. As a crowd gathered around Watt's bleeding body, Tackitt pulled Charity free and took her north, out of the city. The Society gave her papers proving her freedom and spirited her away to Philadelphia.

The Society had committed its first act of assassination. It would not be the last.

In March 1859 Kurt Auerbach saw Elizabeth Sullivan's dark side. There was no doubting the attraction he felt for her, but he had been careful to make sure their friendship was platonic. For weeks, Elizabeth started to show outward affection toward Kurt; a touch of the wrist, a caress of the cheek. One night, Elizabeth pulled Kurt aside. She began to tell a lewd story about her and a lover. Kurt was embarrassed and tried to pull away, but she had him cornered. She described what her lover did, where they were, and what he said. Kurt's mouth dropped open. The words, the actions, they had been his the night before, with his wife Noreen. Elizabeth had slipped into Noreen's mind while she and Kurt were in bed.

Shaken, Kurt left the building. He didn't return for nearly a month. When he did, Elizabeth acted as though nothing had happened. Kurt began to question Elizabeth's sanity.

The threat posed by David Coogan, Gabriel Soi-



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gnier and the Knights of the Velvet Glove emerged in late 1859. Kurt found a pattern of deaths that suggested someone knew about The Gifted. Elizabeth found Coogan and Soignier and recounted a conversation between the two. Society members shadowed the two men as they traveled to the Border States in the first few months of 1860. In February 1860 a Gifted psychic set a fire in the meeting hall of the Nashville KGC castle. Their targets escaped.

The Society noticed Reverend Jacob Holden later that year. As of 1861, they believe Holden is using his powers to steal money from revival meeting attendees. As long as his Gift remains hidden from the world at large, they have no intention of curtailing his activities. He appears crooked, but right now they don't see him as a major threat. This assessment will change if they discover his Ethereal exorcisms.

The main threat to the Society and The Gifted are the Knights of the Velvet Glove. Most of the Society's effort is aimed at stopping this organization.

The Society knows nothing of the Sons of Canaan, but they have noticed some of Albert Tucker's reprisals. Southern members of the Society believe Albert is as much a threat to The Gifted as the Velvet Glove. So far Alice Fahnestock has overruled direct intervention against Albert while they judge his motives. Once the war begins, Alice may not be able to stop Southern Society members from eliminating Albert.

Of course the greatest threat to The Gifted is the war itself. The death of hundreds of Gifted Americans is unavoidable. All Alice can do is prevent the deaths that are avoidable and hope enough of The Gifted survive to prevent the Dark Age further in the future.

### NEVERMORE

It is entirely possible to run a campaign in *This Favored Land* without the players ever divining the origin of The Gift. Still, the singular nature of the Dream and the resulting emergence of The Gift suggest a root cause behind the characters' parahuman ability. Players wanting to ferret out that cause may trace it back to Poe.

The obvious connection between Poe and the

Dream is the date of the Dream. All of The Gifted (except those who received The Gift from Ethereals) had the same dream in October 1849, though some didn't remember it until later. If the players compare notes about the Dream, they might find they had the same dream on the same night. Do they remember the original date of the Dream? If not, a Mind roll can pinpoint the year and month.

The American library system was in its infancy in 1850, but major cities had public and private archives, as did newspaper offices. There, amidst as many red herrings as you care to add, are newspaper articles about the death of Poe.

Another source for this information is the Society of the Raven. They were named after Poe because their inaugural meeting was on the fifth anniversary of his death, which happened to be the date Kurt deduced as the start of The Gifted phenomenon. The only things stopping the Society of the Raven from making the last, logical connection between Poe and the Dream are Kurt Auerbach's rationalism—he's searching for a physical cause, not a metaphysical one—and a lack of evidence linking Baltimore to the Dream wave. Kurt thinks the event happened across the length of the Atlantic seaboard.

All Dreamers remember hearing a soft masculine voice at the start of the Dream, but if Kurt or the characters uncover a diary belonging to one of The Gifted in Baltimore, they may find an entry for October 1849 that provides one more detail—and if a player character is from Baltimore, he or she may sooner or later remember it personally. Diary or memory may recall a phrase uttered by the speaker, "Nevermore," repeated over and over.

What the players do with this information can have interesting ramifications. If Alice Fahnestock learns of the Poe-Gift connection, she will deduce that Poe's tormented but Gifted soul somehow released the Gift's power into the world. Others won't be so kind; Poe was far from universally loved. Jacob Holden would see the connection as proof that The Gifted's powers (except for his) are of Satanic origin. The characters may be wise to keep the information to themselves, lest they look like fools or worse.

### THE METAPHYSICS OF THE GIFT

In the canon of *This Favored Land*, there is a connection between the death of Edgar Allan Poe and the “dream wave” that gave rise to the Gifted. What follows is the metaphysical explanation for the Gifted in *This Favored Land*. As the GM, you are free to use, modify or discard this explanation as you see fit.

Beyond the conscious world of *This Favored Land* lies a dimension of intense imagination and unlimited potential, of ultimate human achievement. Throughout history, uniquely talented individuals have been able to lurch past the limitations of conventional physical and psychic ability by tapping into this dimension. Alexander the Great, Confucius, Joan of Arc, Da Vinci, Mozart, Newton, all of them reached beyond our world and pulled back extraordinary insights and abilities. The demonstration of these abilities opened a hair’s breadth wider the door to that other dimension, extending the potential of humanity. By accessing this dimension, the impossible becomes possible and the unimaginable becomes commonplace.

One cold, disturbing hypothesis suggests that this realm is the source of inspiration and inductive reasoning—that these are not natural properties of the human mind at all. More comforting is the thought that this “realm” is not a separate dimension at all but an area of the human mind, closed to us until it is needed to stave off some calamity in our distant future.

It is said that there is a fine line between genius and madness. Some who reach beyond human potential open the door a little too wide. Along with inspiration they receive obsession, depression, and madness. Such was the case with Edgar Allan Poe. He held his own against the stream coming from beyond, for a while. On October 3, 1849, he was found in front of Ryan’s Tavern in a stupor.

No one knows for sure how he came to be in such a state. Was he set upon by brigands? Did he abuse alcohol? Did his mind finally snap with the strain of his own imagination? As Poe lay deliri-

ous in a hospital, the crack to the other dimension widened and his damaged mind could not close the door. He gave up his struggle on the morning of October 7, 1849, and a flood of human potential burst forth in a tidal wave that rolled across North America.

The human subconscious mind attracted the power of the dream wave. Conscious thought and deep sleep acted as insulators; only those people in R.E.M. sleep were susceptible. The dream wave’s energy molded itself around the dreamers’ subconscious, making impossible aspects of their personalities possible. While the rest of the world went about its business, North Americans slept, and some dreamed the same Dream. From their ranks rose The Gifted.

The dream wave was also attracted to concentrations of residual psychic energy. Places where human beings wished, suffered, prayed or died caught the eddies of the dream wave. As the wave coalesced around the psychic remnant of their desires, aspirations and fears, it took shape and became Ethereals. Ethereals are The Gift made manifest.

When a Gifted human dies, his or her psychic energy fades, releasing stored dream energy. If the energy is strong enough, it takes the form of an Ethereal. It’s no wonder that Ethereals have been mistaken for the souls of the dead and damned.

How many times might this onslaught have repeated itself throughout history? Similar events could have sparked ancient myths, medieval legends, religious miracles, and charges of witchcraft. If these events occurred in the past, why was this event stronger than the others? Could the macabre visions that inspired Poe have penetrated an untapped segment of that other realm, a segment that is both more powerful and more perilous? Or is the answer something more mundane, in increasing population densities and life expectancy? It’s unlikely that anyone will ever know for sure.



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# CHAPTER 3

## CIRCUMSCRIBED IN RULE

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**T**he rules for building The Gifted and Ethereals follow the character creation rules in the *Wild Talents* rulebook. There are, however, some significant differences. This section explains how The Gifted of *This Favored Land* differ from the Talents in *Wild Talents*.

## THE POINT TOTAL

By default, Gifted characters in *This Favored Land* are built on a Point Total of between 150 and 200 Points. At least 100 Points must be spent on Skills and Stats. Ethereals are built on 50 to 100 Points. Gifted NPCs can be built with a higher or lower Point Total.

The GM can set the campaign at a higher Point Total if desired. In general, Ethereals are built on 50 to 100 fewer Points than Gifted characters.

### **Archetype: Gifted (10 Points)**

**Source:** Paranormal

**Permission:** Super

**Intrinsics:** No Willpower No Way, Obsessed

**Notes:** The Obsessed Intrinsic applies only to those who receive their Gifts from Ethereals.

**Description:** Although the source of The Gift is unknown, and The Gift can take on many different forms, it has certain characteristics that are common for all Gifted

characters. It comes from a single paranormal source. It requires Base Will and Willpower to work. It manifests within living beings, but not within inanimate objects. See page 41 for more rules for The Gift.

### **Archetype: Ethereal (25 Points)**

**Source:** Paranormal, Driven

**Permission:** Super

**Intrinsics:** Custom Stats, Insubstantial, No Willpower No Way, Transference

**Description:** Ethereals are the physical manifestation of The Gift outside of a human body. They normally consist entirely of Base Will and Willpower. They lack Loyalties and Passions. They lack Stats and Skills. They cannot be harmed by conventional means.

What Ethereals have instead of ordinary Stats and Skills is Drive. Drive is the motivation for an Ethereal's action. It is the reason for where they are and what they do. They act and react in accordance with their Drive. Drive gives the Ethereal purpose and power.

Victorian ghost stories are filled with descriptions of ghosts making floorboards squeak, moving objects, opening doors, and speaking with the living. All of these abilities are available through the Ethereal's Drive. They can move grass as they move, speak to the living, or even stack chairs on tables. Through Drive and Willpower, the Ethereal affects the world. Even if it has no Coordination Stat, through Drive it can move. If it has no Body Stat, through Drive it can still affect the living world.



From a mechanical standpoint, Drive consists of a phrase or sentence equal in word length to the Ethereal's Base Will. A simple drive could be "Go home," or "avenge my death." A more complicated Drive could be, "Protect the men of Company F."

An Ethereal's Drive allows it to temporarily manifest a Stat or Skill that it lacks. As long as it is acting according to its Drive, the Ethereal may manifest a nominal dice pool equal to the Ethereal's Base Will in normal dice. This costs the Ethereal one point of Willpower per combat round.

An Ethereal driven to find a lost letter on a battlefield might gain the Sense Stat and the Perception Skill, but only for the purpose of finding the letter.

An Ethereal driven to unravel a tricky mathematics problem might gain the Mind Stat and the Knowledge (Mathematics) Skill. Though the Ethereal is clearly intelligent and can communicate with humans, its conversations completely revolve around the mathematics problem it is trying to solve.

A more long-term effect on the living world requires a permanent Stat or Skill, or a Miracle such as Telekinesis or Telepathy. All an Ethereal's Stats, Skills and Miracles must be tied directly to the Ethereal's Drive.

A ghostly rider left to charge Fleetwood Hill near

Brandy Station for the rest of its existence does not need to temporarily manifest the Ride Skill, as its spectral mount is just a manifestation of the entity's Willpower and not a real animal at all. It might be better represented with a Miracle such as Flight or Unconventional Movement.

An Ethereal does not need a Stat in order to have a related Skill. If there is no Stat, roll only the Ethereal's Skill dice.

If an Ethereal doesn't have a Mind Stat, a character with Telepathy can still "read" Ethereal's Drive on a successful Telepathy roll.

Ethereals can gain and expend Willpower the same way as Gifted humans. If the Ethereal's Willpower drops to zero, it must automatically convert one point of Base Will to 10 points of Willpower.

An Ethereal is "killed" (dispelled) the moment its Base Will drops to zero.

The visual effect of dispelling an Ethereal is up to the GM. It may be something as simple as the Ethereal fading away or drifting skyward, never to be seen again. If the event that dispels the Ethereal is traumatic, the Ethereal may dissolve with a banshee-like scream or a burst of light.



## Chapter 3: Circumscribed in Rule

### ETHEREALS AS PC'S

Ethereals are designed as a tool for the GM. It's entirely possible, though, that a player would want to run an Ethereal character.

The biggest challenge for the player is the Ethereal's limited nature. These entities are focused on a single deep emotional desire. That doesn't leave a lot of room for interaction between an Ethereal and other characters. Ethereals tend to be somewhat "one track."

If the constraints on Ethereal behavior are an attractive challenge for a player, he can play an Ethereal with the GM's permission. The GM needs to be closely involved in the character generation process so that the character conforms to the GM's view of how Ethereals work in the game. In particular, the GM decides what Stat, Skill and Miracle dice are available based on the character's Drive.

### HOW ETHEREALS ARE CREATED

There are two forms of Ethereals: those created by the 1849 Dream, and those created when one of the Gifted dies. The character creation rules are similar for both forms.

If the Ethereal was created by the Dream, simply build the Ethereal using the character generation rules in this chapter. If an Ethereal was created due to the death of a Gifted character, however, it will have certain attributes related to the deceased character.

A Gifted character must know he is dying, or know the chances are good that he's going to die, in order to form an Ethereal. Ethereals form when characters die from infections, diseases, or bleeding to death. Ethereals cannot form if the character died suddenly, such as being shot in the head or blown up by artillery.

To form an Ethereal, the player must first put into words the character's driving obsession. Then, the character must spend a Base Will point.

Once the character dies, roll a number of dice equal to the character's Base Will (after the Base Will point is spent). If the roll succeeds, the Ethereal forms in 5 – Width combat rounds. Otherwise the Ethereal forms when the GM sees fit, but never less than 10 minutes

and never more than 24 hours after the character's death.

The Ethereal has all of the character's original powers. The Ethereal has all of the character's Hyperstats and Hyperskills, but does not usually have the character's regular Stats or Skills attached to a Hyperstat or Hyperskill.

*Exception:* If the GM judges a regular Stat or Skill ties in with the Ethereal's drive, the Ethereal can have those as well. If the Ethereal gains a Skill without the associated Stat, the Ethereal's Skill is equal to the original character's total dice pool (including what were the character's Stat dice) for that Skill.

The Ethereal has the Base Will and Willpower of the character at the time of his death. The Ethereal receives the Ethereal archetype. The GM may impose other requirements. It is common to add the Conditional Discharge Flaw (see page 47) to a power if the Ethereal's drive is of finite duration.

*Example:* "Mississippi" Jenkins is a sharpshooter at Gettysburg. He has Body 2d, Coordination 4d, Sense 3d, Mind 2d, Command 2d, and Charm 2d. He has Hypercoordination 2hd. Among his many Skills he has Ranged Weapon [Longarms] 2d (6d+2hd) and Perception 2wd (3d+2wd). Jenkins has a Base Will of 4 and a Willpower of 12.

An artillery shell leaves "Mississippi" Jenkins bleeding to death in Devil's Den. A forlorn Jenkins dies, wishing he could have bagged a Yankee general before the end.

Jenkins expends a Base Will point upon his death. He rolls 3d and gets a 2x4. Jenkins' Ethereal forms in the smoke of battle three combat rounds after his death. The player decides that his drive is "Kill Yankee generals."

The Ethereal has a Base Will of 3 and 12 Willpower. It has Coordination 2hd ("Mississippi" Jenkins had a total Coordination of 4d+2hd, but only the Hyperstat transfers to the Ethereal). The Ethereal gains Ranged Weapon [Longarms] 2d. The character had a Hyperskill of Perception, but his Sense Stat isn't a Hyperstat so the Ethereal has Perception 3d+2wd but no Sense Stat.

The faint, wispy Ethereal moves about Devil's Den trying to pick up a rifled musket, but without success—it has no Body nor Telekinesis. If it ever spies a Yankee

## Chapter 3: Circumscribed in Rule

general, however, the Ethereal could spend Willpower to temporarily manifest Body Stat dice in order to use a physical weapon.

For the rest of the day, soldiers feel the presence of “Mississippi” Jenkins’ tortured soul and avoid the spot where he died as best they can.

### “Mississippi” Jenkins’ Ethereal

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**Point Total:** 70 pts

**Archetype:** Ethereal (25 pts)

**Stats** (18 pts)

**Base Will:** 3 (9 pts)

**Willpower:** 12 (9 pts)

**Skills** (4 pts)

**Firearms [Longarms]:** 2d (2d+2hd)

**Superpowers** (23 pts)

**Hyperstat (Coordination):** 2hd (A, D, U; 12 pts)

**Hyperstat Extras and Flaws:** Willpower Bid –1

**Capacities:** Self

**Effect:** Gains +2hd with all Coordination rolls

**Hyperskill (Perception):** 3d+2wd (11 pts)

**Hyperskill Extras and Flaws:** Booster +2, Willpower Bid –1

**Capacities:** Range

**Effect:** Gains a Perception Skill at 3d+2wd with 100 times the usual range.

### New Intrinsic: Transference (5 points)

Ethereals can give their powers to humans through the Transference Intrinsic. The recipient gains the Gifted Archetype and the Ethereal’s powers, and the Ethereal ceases to exist (though a remnant inhabits the character’s mind; see the Obsessed Intrinsic, below). The Ethereal must physically touch the character.

If the character is aware of the Transference, he can try to block it. Roll the Ethereal’s Base Will as a dice pool against the character’s Command + Stability dice pool in a dynamic contest. If the Ethereal succeeds, the target gains the Ethereal’s powers. If the Ethereal fails, it loses Willpower equal to the width of the target’s roll. A target is not required to block the Transference, but unless a character understands the nature of the Ethere-

als, the character will try to resist.

Ethereals only transfer Miracles, Hyperstats and Hyperskills—not regular Skills, regular Stats, Base Will or Willpower. A character without Willpower suddenly gains Willpower equal to his Base Will.

All of the Ethereal’s Miracles, Hyperstats, Hyperskills, and their attached Extras and Flaws are transferred at once. If a power was Attached to another power, it remains Attached.

The target must be aware of the transfer in order to use the power. If the target is already Gifted, he can use the power as soon as he is aware of receiving it. If the target is a normal human, the target becomes Gifted and gains the Latent Flaw on all of his newly acquired powers. Roll the character’s Base Will. The character gains 5 – Width levels in Latent on all powers, to a minimum of one level. Of course, the target isn’t likely to believe he’s suddenly been granted super powers unless convinced in some way. When the target goes to sleep that night he will have vivid dreams about the power, which will start him on the path to belief.

**Example:** Lt. Elisha Tate of the 44th Alabama huddles behind a rock on Devil’s Den. What he thinks is smoke rolls over him, but it is actually “Mississippi” Jenkins’ Ethereal. The hairs on the back of Elisha’s neck stand up. The Ethereal tries to possess Elisha. He tries to resist, but he has no Stability Skill, so it’s his Command 3d versus the Ethereal’s Base Will-derived roll of 3d. The Ethereal wins the contest, and Elisha receives The Gift from the Ethereal, which disappears. Elisha’s Gifted Archetype includes the Obsessed Intrinsic matching the Ethereal’s Drive: “Kill Yankee generals.”

Elisha has Command 3d and Charm 2d for a Base Will of 5. Elisha’s player rolls 5d for 3x7. He receives Latent 2 (5 – Width of 3) as a Flaw on all his powers.

That night Elisha has the oddest dream of himself shooting Yankee officers at 1,000 yards. This is preposterous, as he’s a lousy shot. The next day, while Elisha remains in Devil’s Den, he sees a Yankee officer in the distance. For some reason, he believes he can hit the Yankee. Elisha’s player rolls Command + Stability (which is just his Command dice pool, as he has no Stability Skill) with a difficulty of 2. Surprisingly, the roll



## Chapter 3: Circumscribed in Rule

succeeds. Suddenly Elisha finds himself with Coordination increased from 2d to 2d+2hd and Perception at 3d+2wd. He shoots and the Yankee falls.

### Elisha Tate

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**Point Total:** 122 pts

**Archetype:** Gifted (10 pts)

**Stats** (65 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (+2hd due to the Hyperstat) (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 2d (10 pts)

**Command:** 3d (15 pts)

**Charm:** 2d (10 pts)

**Base Will:** 5 (0 pts)

**Loyalty:** The Army of Northern Virginia (3)

**Passion:** Surviving the war (2)

**Willpower:** 5 (0 pts)

**Skills** (32 pts)

Dodge 3d (5d+2hd), Endurance 2d (4d), Leadership 3d (6d), Melee Weapon [Sword] 2d (4d), Ranged Weapon [Pistol] 2d (4d+2hd), Ride 1d (3d+2hd), Tactics 3d (5d)

**Superpowers** (15 pts)

**Hyperstat (Coordination):** 2hd (4 pts)

**Hyperstat Extras and Flaws:** Latent (2) -2,

Willpower Bid -1

**Capacities:** Self

**Effect:** Gains +3hd with all Coordination based rolls

**Hyperskill (Perception):** 3d + 2wd (11 pts)

**Hyperskill Extras and Flaws:** Booster +2,

Latent (2) -2

**Capacities:** Range

**Effect:** Gains 3d + 2wd to the Perception Skill, with 100 times the usual range

### New Intrinsic: Obsessed (0 Points)

A character with Obsessed is driven by an irrational desire, usually gained through possession by an Ethereal.

The player describes the nature of his character's obsession. When the character receives The Gift from an Ethereal the obsession is the Ethereal's Drive. An

obsession can conflict with a character's Motivations.

Whenever a character follows his obsession and doing so puts the character at a disadvantage, the character gains an Experience Point. The character can gain only one Experience Point this way per game session. This point is over and above the Experience Points doled out as explained in the *Wild Talents* rule book.

The character's action must truly be a disadvantage. If the character's action is something he would have done even without the obsession, he does not gain the Experience Point.

Additionally, if the GM decides a character is not following his obsession closely enough, she can demand a Stability roll. If the roll succeeds, the player can ignore the situation even though it goes against his obsession. If the roll fails, he has to give in to his obsession, though he does not gain an Experience Point from it.

If the Ethereal's Drive was limited in scope (such as returning a family heirloom to a loved one or avenging a death), the GM can demand the removal of this Intrinsic once the Drive's goal has been achieved. The GM might want to attach the Conditional Discharge Flaw (see page 47) to The Gift granted by an Ethereal, with the condition being the successful completion of the Ethereal's obsession.

### New Intrinsic: Insubstantial (0 Points)

The Ethereal's Insubstantial Intrinsic works differently from the Insubstantiality miracle in the *Wild Talents* rule book. There is no dice pool attached to the Ethereal's Intrinsic.

Physical weapons can't harm Ethereals and Ethereals can't use their Insubstantial nature to attack.

Ethereals do not have hit boxes, so powers that rely on physical or energy attacks to do damage (such as Telekinesis or Harm) do not affect Ethereals even if they have an Attacks quality.

Other powers (such as Bind, Nullify, or Puppet) can affect Ethereals. If a power has the Defends quality, Ethereals use dice pools in their Gifts to defend like any other *Wild Talents* character.

# POWERS OF THE GIFTED

The form of The Gift tends to mirror reality, or an easily imagined departure from reality. The Gift's superpowers tend to bend the laws of physics rather than break them. The further a superpower departs from "reality," the more taxing it is for the character to use the power.

Superpowers "internal" to the character are the easiest to perform. These include things like inhumanly good luck, extrasensory perception, and hyper intelligence. Powers with an overt effect on the physical world are harder to perform. This includes walking on water, controlling someone else's mind, or throwing a carriage over a house. Some miracles in *Wild Talents* simply do not exist in *This Favored Land*. These miracles are the most reality-bending, miracles that shatter the laws of physics, like shrinking to the size of an ant or creating a fortress out of thin air.

In all cases Willpower "fuels" The Gift. All powers must have a Willpower Bid, Willpower Cost, or Direct Feed Flaw.

Powers fall into three categories; **normal**, **restricted**, and **unavailable**.

**Normal** powers behave exactly as written in *Wild Talents*. A power is normal if it is internal to the character, or if its effects can be easily dismissed as some natural phenomenon by observers. A power is also considered normal if it already has the Willpower Cost or Direct Feed Flaws built into it (for example: Healing and Nullify).

*A normal power must have the Willpower Bid, Willpower Cost, or the Direct Feed Flaw.* It needs only one of these Flaws.

**Restricted** powers also behave exactly as written in *Wild Talents* but with one small variation: a restricted power must have the Direct Feed Flaw. The Direct Feed Flaw represents the Willpower exerted by

## WHOSE REALITY IS THIS, ANYWAY?

So you've gone over the list of available powers and you're scratching your head. Characters can fly, but they can't stretch their bodies like Mister Fantastic? It's okay to turn insubstantial, but not okay to turn your body into a brick wall? What's up with that?

The powers of *This Favored Land* are based on an "easily imagined departure from reality." Easily imagined by someone from mid 19th century America, that is. Remember the premise: The Gifted really did exist 150 years ago, but history forgot them. This implies that the more outlandish powers simply didn't exist among the Civil War's Gifted population, or if they did they were so rare as to go unnoticed.

You're still not convinced? That's okay, you don't have to be. It's your campaign. You can do whatever you want with it provided that you and the players have fun. Move powers between the normal, restricted, and unavailable lists as you see fit. A player wants to use Size Shift and you don't have a problem with that? Move Size Shift to the restricted list. You only want characters with psychic abilities? Drop miracles like Regeneration and Flight into the unavailable list. Two hundred points isn't enough to build the kind of characters your players like to play? Give them 500 points, or 1,000. Want to base a campaign on Dark Horse Comics' *The Amazing Screw-On Head*? Simply ignore Chapter One and bump up the Redness. Just remember that moving powers from a lower row to a higher row on the Power Availability table is more likely to increase the Redness of your campaign.

First and foremost, *This Favored Land* is a toolkit for playing *Wild Talents* in the period of the American Civil War. You are free to use or ignore anything in this book as you see fit. Bushwhackers aren't going to come to your house and enforce this chapter at gunpoint. We promise.

the character to bend the physical laws of the universe to just shy of the breaking point. The Gifted can run along the surface of a lake, throw a cannonball through a blockhouse, or fly over a mountain, but it's going to cost a lot of Willpower.

**Unavailable** powers cannot be used in *This Favored Land*.



### WILD TALENTS MIRACLE CAFETERIA

As described in *Powers of the Gifted*, page 45, *Wild Talents* powers come in three categories in *This Favored Land*: Normal powers, restricted powers, and unavailable powers.

**Normal** powers work normally (within the requirements of character archetypes). **Restricted** powers can be taken only with the Direct Feed Flaw. **Unavailable** powers cannot be taken at all.

The list below indicates which powers belong in which category. However, there are exceptions to each power. Move a power from the normal list to restricted if the power directly and obviously inflicts damage, or if it directly and obviously reduces damage. *Example*: Extra Tough is a normal power. A character with Extra Tough might be mistaken for having a good constitution or unusual luck. If it's bought with the Attacks quality, it's harder to dismiss the fact that the character can punch his way through brick walls. Extra Tough with the Attacks quality is in the restricted list.

The Permanent Extra moves a normal power into the restricted list. So does the Obvious Flaw if the "obvious" effect is not easily explained away by a 19th-century mind. Applying these to restricted powers does not move them to the unavailable list, except at the GM's discretion.

At the GM's discretion, the Direct Feed Flaw can be linked to Permanent so that Direct Feed only comes into play if the character chooses to make the effects of his power permanent.

The No Physical Change Flaw moves an unavailable power into the restricted list. Likewise, the If/Then Flaw can be used

to limit an unavailable power in such a way as to move it to the restricted list. For instance, you can add If/Then ("only works if unobserved") to Alternate Forms to move Alternate Forms out of the unavailable list to the restricted list.

Using No Physical Change or If/Then on a restricted power does not move it to the normal list, except at the GM's discretion.

The exceptions are Gadgeteering and Foci, which are explained under the *Foci for The Gifted*.

*Wild Talents'* powers were designed to be flexible. That flexibility makes it hard to regulate them. Let's look at Alternate Forms and Block. Taken with the No Physical Change Flaw, Alternate Forms resembles the Illusions miracle. With a reasonable limit on the nature of the alternate form, it can easily fit as a restricted power (see the Thelma Harrington character in Chapter 8, on page 209). Even with No Physical Change and If/Then, however, you probably don't want to let a character shape shift into a giant talking dragon. In the case of Block, the decision to make it normal or restricted depends on how its effects are described. If Block creates a bubble around a character that deflects bullets, it should require the Direct Feed Flaw. If Block causes bullets to miss the character as if by chance or fired from a defective weapon, the miracle closely resembles Aces or Jinx and can get by with the Willpower Bid Flaw.

The GM has the final say on whether or not a power is normal or restricted based on how a player intends to use the power.

| CATEGORY    | POWERS   |
|-------------|--|
| Normal      | Hypersense, Hypermind, Hypercommand, Hypercharm, All Hyperskills, Aces, Extra Tough*, Ghost, Healing*, Illusions*, Jinx, Light Armor, Mind Control, Multiple Actions, Nullify†, Perceive, Power Mimic, Precognition, Regeneration†, Resilient, Telepathy, Vicious, Willpower Battery |
| Restricted  | Hyperbody, Hypercoordination, Bind, Block, Control, Cosmic Power, Flight, Ghost, Harm, Heavy Armor, Immunity, Insubstantiality, Invisibility, Invulnerability, Psychic Artifact, Puppet, Sidekick, Telekinesis, Teleportation, Time Fugue, Unconventional Move                       |
| Unavailable | Alternate Forms, Containment, Create, Custom Hit Locations, Dead Ringer, Duplicates, Elasticity, Gadgeteering (special), Minions, Size Shift, Transform  |

\*Move to the restricted list if given the Attacks quality.

†Move to the restricted list if given the Defends quality.



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### **New Flaw: Conditional Discharge (Variable)**

Your power works for a limited time or until a condition is met, and then it disappears. Until that point, the power works normally, but once the goal is reached the power is gone forever. If the power's time limit is a single use, use the One Use Flaw instead.

At  $-4$  per die, the condition is easily reached or very difficult to avoid, or the time limit is measured in seconds, minutes or a few hours (the power works until sunrise, the power works until someone speaks your name). At  $-3$  per die, the condition is avoided with a lot of effort or inconvenience, or the time limit is measured in days (the power works until the next full moon, the power disappears when sunlight hits you). At  $-2$  per die, the condition is easily avoided or it takes considerable effort to achieve, the condition is somewhat unlikely, or the time limit is measured in months (the power works until you avenge your father's murder, you have the power until a president is assassinated, or you are granted the power for a year and a day). At  $-1$  per die, the condition is very difficult to achieve or trivial to avoid, or the condition is very unlikely, or the time limit is measured in years (you have the power for the duration of the Rebellion, you lose your power if you cross the ocean, or you have your power until your infant daughter gives birth to your grandson).

Increase the Flaw's value by  $-1$  if only the GM knows the condition under which the character loses the power.

If it's practically impossible to lose the power, or the time limit is exceptionally long, then it isn't really a Flaw and so no points are awarded.

### **New Flaw: Latent (-1 per level of Latent)**

Characters with the Latent Flaw on a power may not know, or may not believe, they have that Gift. Until you prove to yourself that you are capable of doing the miraculous, your power will not manifest, or it will manifest at less than full power.

Each level of Latent is worth  $-1$  per die. Each level of Latent in a power acts as a gobble die against that



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power. For example, if you have a power with Latent -1 and you roll 2x4, your Latent power gobbles one of the dice, converting the 2x4 into a failure.

You can spend a point of Willpower to eliminate a Latent gobble die. You can spend as many Willpower points as you have levels in Latent. This Willpower expenditure is over and above any expenditure due to Direct Feed, Willpower Bid, or Willpower Cost.

For an extra -1 per die, you can buy Latent with the Skeptic qualifier. The Skeptic qualifier means that the character does not know they have that power, though they might suspect it. With the Skeptic qualifier, you can not use your Gift until you have a good reason to will it into existence. If you walk through the woods and come across a swollen creek, your Gift will not manifest simply because you don't want to get your feet wet. If you are being chased by a band of bushwhackers when you come across the swollen creek, fear of injury or death can allow The Gift to manifest.

Gifted characters with Latent abilities often have vivid dreams about their powers. This is particularly true of the first night after you receive The Gift. These dreams can count as a catalyst for trying out The Gift, but the final say is up to the GM.

A Gift received from an Ethereal might come with the Latent Flaw. See the Transference intrinsic, above. The only way to remove levels of Latent is to buy them off with experience points. You have to spend experience points to buy off the Skeptic qualifier, too. As long as the Skeptic qualifier remains, the Gift only manifests in times of crisis or stress.

The Gift is initially latent in all characters, but that does not mean every character must buy the Latent Flaw, or the Latent Flaw with the Skeptic qualifier. Players are free to create characters without Latent, representing a character whose powers manifested some time in the past. You are encouraged to relate the moment The Gift manifested as part of your characters' back-story.

### **New Flaw: Willpower Contest (-2)**

You can purchase Willpower Contest for individual powers as a Flaw, instead of having to take it as an intrinsic.

## **GENDER EQUALITY IN THIS FAVORED LAND**

There was no such thing as gender equality during the Civil War. People had some pretty strange ideas of what women were capable or not capable of doing. Although *This Favored Land* simulates the 19th century (or an alternate version of the 19th century), it doesn't adhere to any of that hogwash. There are no restrictions in the character creation process based on the character's gender.

That having been said, players and the GM may have to think creatively in order to fit a Gifted female character into a campaign filled with male characters. For ideas see *Drawn Together* in Chapter 7, on page 171.

## **FOCI FOR THE GIFTED**

The Gift is tied directly to Willpower. The power cannot be stored in an object. There are no enchanted amulets or miracle-powered devices in *This Favored Land*.

While the Gift actually resides within him, your character might *think* his power comes from an old Indian arrowhead or his grandfather's saber. To represent this, add the Focus Flaw to a power. If the focus is lost, stolen, or destroyed, you lose the power bound to that focus. At the GM's discretion, you can regain the power when a new focus is found. The power lies within the character, not within the focus. If someone else finds or steals the focus, they do not gain the power that goes with it.

You cannot add the Friends Only, Manufacturable, or Shorter Range focus Extras to a focus. All of the focus Flaws are available.

Whether or not a character can build superscience devices is up to the GM. As a rule, the device has to be feasible with mid-19th century technology. A Hypermind could build Babbage's difference engine (an early mechanical calculator) from scratch, but it will still be difficult to physically manufacture. A Hypermind can deduce the science behind semi-conductors, but the technology won't exist for him to put together a working cell phone.

# POWERS IN THE 19TH CENTURY

When designing a character and powers, try to get into the mindset of someone from the 19th century. What would the ability to fly look like to someone in 1861? Would a flying man zoom along arms stretched in front of him like Superman, emulating the aerodynamic shape of 20th century aircraft? Or would he develop the gossamer wings of an angel?

Think of a power's effect in terms of 19th century culture, literature, and technology. The era was thick with industry, technology, and science, but it was clumsy technology. Transportation was based around steam engines, big, clunky, noisy, dirty, and prone to explode. Firearms belched gray smoke. Diseases were blamed on "vapors." Newspapers were four or five columns of text printed on broad sheets, and rarely included pictures. Photographs were captured on glass plates, and required long exposure times (which is why portraits of the era look so stiff and lifeless). What would a super power look like in this context?

Let's look at the Puppet miracle. This miracle allows a character to take control of another person by touch. Sure, you can buy it like this and have a functioning character, but there's nothing to distinguish this Civil War character from a 21st century superhero.

Let's make it a little more authentic to the period. Purchase the miracle with the On Sight Extra so you can control a target from a distance. Add the Focus Flaw. Round the miracle out with the Obvious Flaw. The focus is a pocket watch, though anything that can swing will do. To use Puppet you must walk up to the target and swing the watch in front of them. Your character is now a mesmerist with the ability to take control of a target's mind. How very 19th century!

What does this power say about his background? Was he a mesmerist before he received The Gift? What other powers would he have? Perhaps a mesmerism power theme is in order. While you are considering your options, you might want to do a little reading on Franz Anton Mesmer, James Braid, and the development of hypnosis in 1842. Regardless of where you go with it, you've taken a generic miracle and given it a 19th century feel.





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The Gift manifests in Native Americans, slaves, and ethnic minorities in the same way it manifests within whites. The mechanism is no different. What is different is the interpretation. Native American legends tell of anthropomorphic beings capable of shapeshifting between human and animal form. This fits the Alternate Form miracle, but that miracle is on the unavailable list. Since The Gift is driven by Willpower, the GM can make an unavailable miracle available if it makes sense within the context of a character's culture.

A character will couch the manifestation and form of his miracles in terms specific to his culture. An office clerk in New York might see the Puppet miracle as a form of mesmerism. A Louisiana voodoo practitioner sees it as possession by a loa (voodoo spirit). Each loa has its own dances and rituals, just as the mesmerist has his own rituals of hypnotism. It's the same miracle, in terms of game mechanics, but the application, and the way it is roleplayed, is different.

Ultimately, it is up to the GM to encourage period authenticity. As a GM ask yourself, "Does the power feel like it belongs in the 19th century?" Get your

players to describe their powers in terms that would be understandable to a Civil War era American.

*Example:* Here's one way to simulate a mesmerism power in *This Favored Land*.

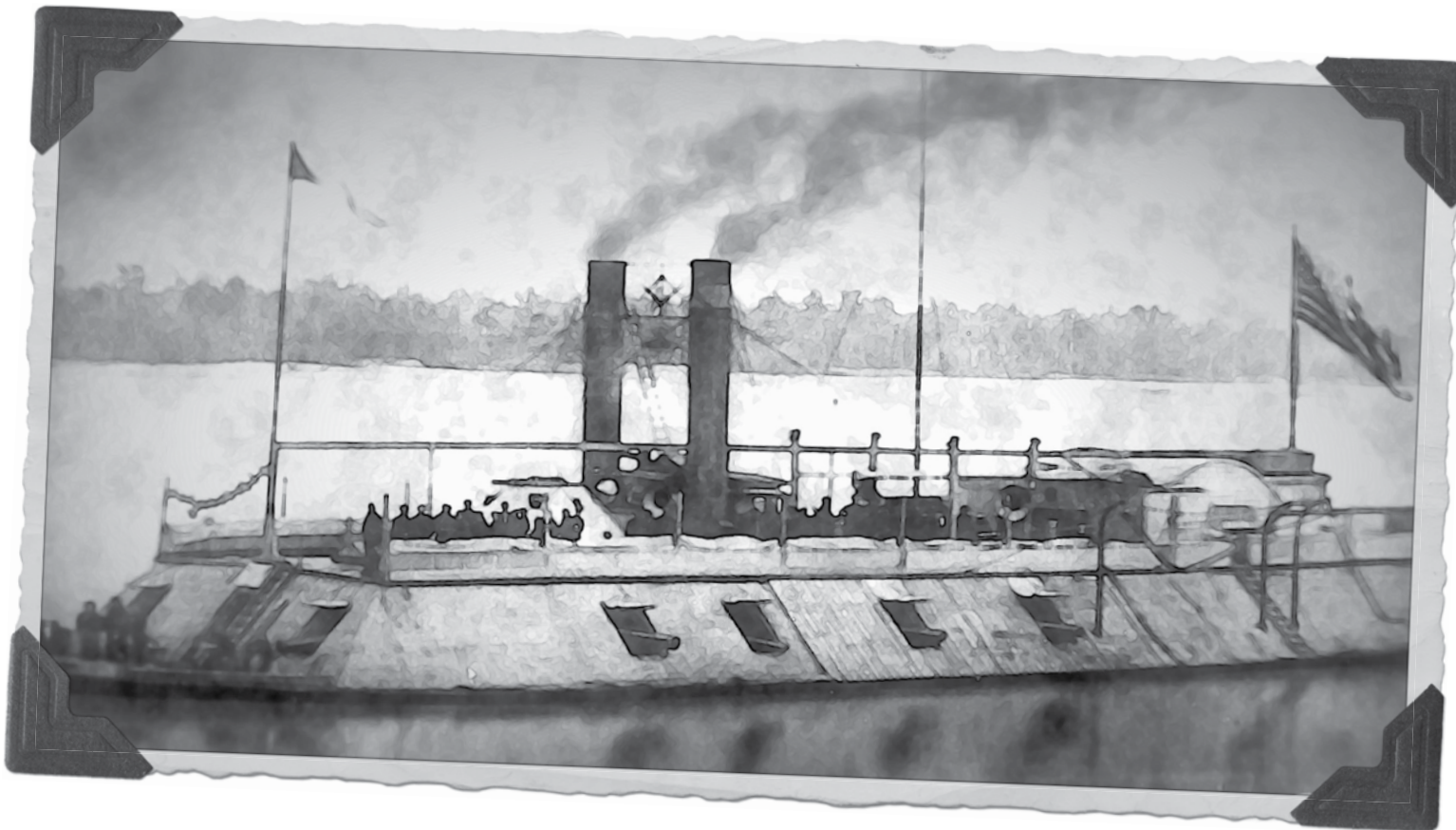
### Mesmerism (3)

**Qualities:** U

**Useful Extras and Flaws:** Endless +3, Focus -1, Obvious -1, On Sight: +1, Willpower Bid -1.

**Capacities:** Range

**Effect:** By overcoming another character's Stability roll you can put the target into a trance and control their mind and body. The target remains under your control until you choose to break the link. The Obvious flaw is due to waving the focus in front of the target. This is an accepted part of hypnotism, so the power does not require Direct Feed.



# SKILLS

The *Wild Talents* Skill list was created with the 20th and 21st centuries in mind. Some Skills need to be modified for the 19th century:

**Driving [Type]:** Unchanged. Example Types: horse team, cattle. At the GM's discretion specialized teams, like horses pulling artillery, can be a specialized Skill.

**Knowledge [Medicine]:** Unchanged, but Knowledge [Veterinary Medicine] is a separate Skill.

**Ranged Weapon [Type]:** Unchanged. Example Types: Pistol, Longarms (includes muzzle loading muskets, and breech loading rifles), Shotgun. At the GM's discretion, apply the Ranged Weapon (Longarms) Skill to shotguns.

**Tactics:** Unchanged, except that the scope of Tactics covers warfare with relatively small units, from brigades down to squads. For larger formations, use the new Strategy Skill.

Below are new Skills that are specifically useful with *This Favored Land*:

## Coordination Skills

**Craft [Type]:** You are accomplished in a craft or trade, like carpentry, masonry, or tanning. It also includes fieldcraft, the military skill needed to properly place and build field fortifications and abatis (felled logs with branches intact, used like primitive barbed wire). This is the Coordination equivalent to the Knowledge Skill.

**Pilot [Type]:** This is similar to the Drive Skill, but for larger conveyances (like locomotives and steamboats).

**Ride:** The ability to ride a horse or other beast of burden (donkey, ox, etc.). Roll as a dynamic contest to beat another rider in a race. Charging an enemy on

horseback usually requires multiple actions involving the Ride Skill and a Melee Weapon Skill (such as Melee Weapon: Saber). Firing a gun from a moving horse (but not a stationary horse) requires multiple actions involving Ride and a Ranged Weapon Skill. Care and feeding of a mount uses the Ride Skill combined with the Mind Stat.

## Mind Skills

**Strategy:** You know how to fight battles with large formations of troops, from divisions up to whole armies. Strategy also covers logistics (making sure the troops are armed and fed).

## USING STRATEGY



The new Strategy Skill simulates a character's ability to fight battles at a high organizational level (divisions, corps and armies). It's also a useful Skill for soldiers of lower rank.

Strategy allows a character to predict the flow of a battle and the movements of troops. A successful Strategy roll tells the character that the enemy troops retreating before him are actually attempting a flanking move. Strategy can tell the character whether or not a specific road would be useful as an approach route to a battlefield, or deduce the strategic importance of a bridge or railway line. Strategy can answer questions of a high-level military nature without the GM having to turn her adventure into a wargame.

The GM can use a dynamic contest of Strategy rolls to determine the outcome of a battle or a portion of a battle in an abstract manner. Roll Strategy for both commanders. The roll with the greatest height wins the field, but the roll with the greatest width inflicts the most casualties. (During the Peninsular Campaign, George McClellan consistently rolled wider results than Robert E. Lee, but Lee had the higher-result set.)



# CHAPTER 4

## ON THE FIELD OF BATTLE

**T**his chapter includes weapon statistics and combat options suitable for the American Civil War. An air of authenticity is added with rules for amputations and infections. Since combat in *Wild Talents* is bloody enough, you can give your players some relief with new options for limiting damage and finding cover. Feel free to use or ignore any of the special rules presented here; while they add realism, they also add complexity.

### MELEE WEAPONS

Most of the melee weapons on the following table appear in the *Wild Talents* rule book. They are repeated here for ease of reference.

#### COLD STEEL

It's actually pretty hard to kill someone with your bare hands or at the point of a bayonet. It's one thing to simply pull the trigger on a gun or club a man with a rifle butt. It's entirely different to run him through. Bayonet drill was mandatory, but few soldiers used the bayonet in combat.

Mastery of the bayonet is represented in *This Favored Land* by Skill dice in Melee Weapon [Bayonet]. Without any dice in this Skill, the character is untrained in bayonet drill and is unlikely to aggressively stab an opponent: convert all Killing damage with the bayonet to Shock.

#### Melee Weapons

| WEAPON               | DAMAGE    | LAR | WOUND BOXES | WEIGHT       |
|----------------------|-----------|-----|-------------|--------------|
| Bayonet              | W in K    | 3   | 4           | 1 lb         |
| Knife (Combat)       | W in K    | 3   | 3           | 1 lb         |
| Knife (Ordinary)     | W in S+1K | 3   | 2           | 0.5 lb       |
| Sabre                | W+1 in K  | 3   | 4           | 3 lbs        |
| Firearm with Bayonet | W+2 in K  | 3   | 6           | about 11 lbs |

## FIREARMS

The following list is not intended to be exhaustive, but it does cover the most prevalent firearms as well as a few oddballs. If you don't see a particular weapon on the list, use the closest equivalent.

Find the weapon on the Firearms table, and then find the ammunition type on the Ammunition Qualities table. Apply the damage modifier and Penetration range for the ammunition to the base damage of the weapon.

The Range column displays close, long, and maximum ranges. Any range between close and long is at medium range. Maximum range is the furthest distance the projectile can reach. Maximum range is new to *This Favored Land*, as a number of period weapons (pistols in particular) have relatively short maximum ranges.

The Reload Time column indicates the amount of time it takes to reload the weapon. (See Reload Times, below).

Availability is given as *C* (common), *U* (uncommon), and *R* (rare). Where availability was different in the Union and the Confederacy, *N* denotes the Union (North) availability and *S* the Confederate (South) availability. Certain carbines were common among cavalry but listed as "uncommon" because they weren't widely available to the majority of soldiers.

### Ammunition Qualities

#### PISTOLS

| AMMUNITION                              | DAMAGE | PENETRATION |
|---|--------|-------------|
| .22, .28, .31 or .32 inch               | -1K    | 0           |
| .35, .36, .38 rim-fire, .40 or .41 inch | +0     | 0           |
| .44 inch                                | +1SK   | 0           |
| .44 inch rim-fire                       | +1K    | 0           |
| .45 inch center-fire                    | +1SK   | 0           |
| .56 inch                                | +2K    | 0           |
| 5 mm                                    | -1K    | 0           |
| 6 mm                                    | +0     | 0           |
| 9 mm                                    | +1K    | 0           |

#### LONGARMS

|                    |    |   |
|--------------------|----|---|
| .36, .44, .45 inch | +0 | 0 |
|--------------------|----|---|

| AMMUNITION                           | DAMAGE | PENETRATION |
|--------------------------------------|--------|-------------|
| .52, .53, .54, .56, .577 or .58 inch | +1K    | 0           |
| .58 minie                            | +1K    | 0           |
| .69 or .75 inch                      | +2K    | 0           |
| Buck and ball                        | +2K    | 0           |

#### SHOTGUNS

|                     |      |   |
|---------------------|------|---|
| .66 inch            | +0   | 0 |
| 10 gauge            | +1SK | 0 |
| 12 gauge            | +1K  | 0 |
| 15 through 20 gauge | +0   | 0 |





# Chapter 4: On the Field of Battle

| Firearms   |                 |          |         |               |             |              |   |
|--|-----------------|----------|---------|---------------|-------------|--------------|---|
| PISTOLS (BASE DAMAGE: WIN SK)                    |                 |          |         |               |             |              |   |
| WEAPON   | AMMO            | CAPACITY | WEIGHT  | RANGE         | RELOAD TIME | AVAILABILITY | SPECIAL   |
| Flintlock Dueling Pistol (1814)                  | .56             | 1        | 1.5 lb  | 6/20/80 yds   | 7           | U            |   |
| Derringer (1825)                                 | .41             | 1        | 0.5 lb  | 2/4/15 yds    | 6           | C            |   |
| 18 Barrel Percussion Pepperbox (1835)            | .28             | 18       | 3.5 lb  | 5/10/40 yds   | 5*          | R            |   |
| Colt Paterson (1838)                             | .36             | 5        | 2.5 lb  | 12/30/150 yds | 5*          | U            |   |
| Walker Colt (1847)                               | .44             | 6        | 4.7 lb  | 12/30/150 yds | 5*          | U            |   |
| Colt Baby Dragoon (1848)                         | .31             | 5        | 1.5 lb  | 6/15/100 yds  | 5*          | C            |   |
| Colt Dragoon (1848)                              | .44             | 6        | 4 lb    | 10/25/130 yds | 5*          | U            |   |
| Colt Model 1850 Navy (1851)                      | .36             | 6        | 2.25 lb | 10/20/120 yds | 5*          | C            |   |
| Colt Model 1850 Navy Bluntline (1851)            | .44             | 6        | 2.75 lb | 12/30/150 yds | 5*          | U            |   |
| LeMat (1856) (revolver)                          | .41             | 9        | 3.1 lbs | 10/20/120 yds | 5*          | N: R<br>S: U | 9 shot revolver with single 18 gauge shotgun barrel |
| Smith & Wesson Model No. 1 (1857)                | .22 rim-fire    | 5        | 1.75 lb | 5/10/40 yds   | 5*          | U            |   |
| Volcanic (1857)                                  | .41             | 8 or 10  | 2.5 lb  | 5/10/50 yds   | 6+          | R            | Uses waterproof “rocket ball” cartridges            |
| Remington New Model Army (1858)                  | .44             | 6        | 2.75 lb | 10/25/150 yds | 5*          | C            |   |
| Sharps Pepperbox (1859)                          | .32             | 4        | 2 lb    | 2/4/15 yds    | 5*          | U            |   |
| Colt New Model Army (1860)                       | .44             | 6        | 2.75 lb | 10/25/130 yds | 5*          | C            |   |
| Starr Army (1860)                                | .44             | 6        | 3 lb    | 10/25/130 yds | 5*          | U            | Double action                                       |
| Colt New Model Navy (1861)                       | .36             | 6        | 2.5 lb  | 10/20/120 yds | 5*          | C            |   |
| Smith & Wesson Model No. 2 (1861)                | .32 rim-fire    | 5        | 1.5 lb  | 10/20/120 yds | 7           | U            |   |
| Colt New Model Police (1862)                     | .31             | 5        | 2.25 lb | 6/15/100 yds  | 5*          | C            |   |
| Remington New Model Belt (1863)                  | .36             | 6        | 1.4 lb  | 10/20/150 yds | 5*          | U            | Double action                                       |
| Remington Double Derringer (1866)                | .41 rim-fire    | 2        | 0.75 lb | 2/4/15 yds    | 7           | R            | Reload time is per barrel                           |
| Colt Army cartridge conversion (1868)            | .44 rim-fire    | 5        | 2.75 lb | 10/20/150 yds | 5+          | U            |   |
| Colt Navy cartridge conversion (1873 or earlier) | .38 rim-fire    | 6        | 2.5 lb  | 10/20/120 yds | 5+          | U            |   |
| Colt .45 Peacemaker (1873)                       | .45 center-fire | 6        | 2.3 lb  | 10/25/150 yds | 5+          | C            |   |

# Chapter 4: On the Field of Battle

## Firearms

### LONGARMS (BASE DAMAGE: W+1 IN SK)

| WEAPON                                      | AMMO        | CAPACITY | WEIGHT     | RANGE           | RELOAD TIME | AVAILABILITY | SPECIAL  |
|---|-------------|----------|------------|-----------------|-------------|--------------|--|
| Flintlock smoothbore musket (various types) | .75         | 1        | 10 lb      | 20/100/200 yds  | 6           | C            | Smoothbore                                       |
| Kentucky Squirrel Rifle (1812)              | .44         | 1        | 8.5 lb     | 25/100/400 yds  | 8           | U            |  |
| Mississippi Rifle (1841)                    | .54         | 1        | 9.75 lb    | 25/75/300 yds   | 7           | C            |  |
| Model 1842 Musket (1844)                    | .69         | 1        | 9 lb       | 20/100/200 yds  | 5           | U            | Smoothbore                                       |
| Sharps Model 1849 Rifle (1849)              | .52         | 1        | 9.5 lb     | 25/100/800 yds  | 3           | U            | Breechloader                                     |
| The “American Rifle” (1850)                 | .36 – .50   | 1        | 12 – 35 lb | 50/100/1000 yds | 6           | R            | Precision target rifle. Used a telescopic sight. |
| Pattern 1853 Enfield Rifled Musket (1853)   | .577        | 1        | 9 lb       | 25/75/1000 yds  | 6           | C            | Can use .58 Minie ammunition                     |
| Whitworth Rifle (1853)                      | .45         | 1        | 10 lb      | 50/100/1500 yds | 6           | N: R<br>S: U | Uses a telescopic sight                          |
| Lorenz Rifled Musket (1854)                 | .54         | 1        | 8 lb       | 25/75/400 yds   | 6           | N: U<br>S: C |  |
| Sharps Carbine (1854)                       | .52         | 1        | 7.75 lb    | 25/75/500 yds   | 5*          | U            | Popular among cavalry                            |
| Colt Revolving Rifle (1855)                 | .40 – .64   | 6        | 10 lb      | 20/100/200 yds  | 5+          | R            |  |
| Model 1855 Rifled Musket (1857)             | .58 Minie   | 1        | 9 lb       | 25/75/300 yds   | 6           | C            |  |
| Burnside Carbine (1861)                     | .54         | 1        | 7 lb       | 20/75/200 yds   | 3           | N: U<br>S: R | Cavalry weapon                                   |
| Model 1861 Rifled Musket (1861)             | .58 Minie   | 1        | 9 lb       | 25/75/400 yds   | 6           | N: C<br>S: U |  |
| Henry Repeating Rifle (1862)                | .44 rimfire | 15       | 9.25 lb    | 25/75/250 yds   | 5+          | N: U<br>S: R |  |
| Spencer Carbine (1863)                      | .52         | 7        | 8.25 lb    | 25/75/300 yds   | 5+          | N: U<br>S: R | Popular among cavalry                            |
| Spencer Rifle (1863)                        | .56         | 7        | 10 lb      | 25/100/400 yds  | 5+          | N: U<br>S: R | Popular in the Western theatre                   |

### SHOTGUNS (BASE DAMAGE: W+1 SK)

|                                |          |   |         |               |   |              |  |
|--------------------------------|----------|---|---------|---------------|---|--------------|--|
| Lemat (1856) (shotgun)         | 18 gauge | 1 | 3.1 lbs | 10/20/80 yds  | 5 | N: R<br>S: U | 9 shot revolver with single 18 gauge shotgun barrel                        |
| 15 Gauge Double-Barrel Shotgun | 15 gauge | 2 | Varies  | 10/20/100 yds | 6 | C            | Spray 2/3 (1 barrel/both barrels). Reload time and Capacity is per barrel. |



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| WEAPON                                | AMMO           | CAPACITY | WEIGHT | RANGE         | RELOAD TIME | AVAILABILITY | SPECIAL  |
|---------------------------------------|----------------|----------|--------|---------------|-------------|--------------|--|
| 10 and 12 Gauge Double-Barrel Shotgun | 10 or 12 gauge | 2        | Varies | 15/30/150 yds | 6           | C            | Spray 2/3 (1 barrel/both barrels). Reload Time and Capacity is per barrel. |

*SPECIAL (BASE DAMAGE: W+1 SK)*

|                    |           |     |       |                |    |   |         |
|--------------------|-----------|-----|-------|----------------|----|---|---------|
| Gatling Gun (1861) | .58 Minie | 100 | 90 lb | 25/75/1000 yds | 5* | R | Spray 4 |
|--------------------|-----------|-----|-------|----------------|----|---|---------|

\* Reload Time – width in minutes to load all bullets; reload time – width in combat rounds to load a single bullet.  
+ Reload Time – width in combat rounds to load all bullets; one combat round to load a single bullet.

## RELOAD TIMES

Civil War and antebellum weapons took a long time to load, with most weapons utilizing paper cartridges and loose percussion caps.

To load a weapon in a stressful situation (i.e. during combat), roll Command + the appropriate ranged weapon Skill.

If the weapon’s Reload Time is a number, it takes Reload Time – width in combat rounds to load.

If the weapon’s Reload Time is a number with a \*, it takes Reload Time – width in minutes to load the weapon to its full capacity. It takes Reload Time minus width in combat rounds to load a single bullet.

If the weapon’s Reload Time is a number with a +, it takes Reload Time – width in combat rounds to load the weapon to its full capacity, but it only takes 1 combat round to load a single bullet.

Reload Time – width can never be less than 1.

*Example:* Kit Masterson loads a Mississippi Rifle. Her result set is a 3x3. It takes her 7 – 3 = 4 combat rounds to load the rifle. If she made the same roll when loading a cap-and-ball Colt Navy, it would take her 5 – 3 = 2 minutes to load all six cylinders. By contrast, it would only take her 5 – 3 = 2 combat rounds to load all six cylinders of a Colt Peacemaker with metal cartridges.

If the reload roll fails, treat the width as 0. Maybe the character dropped the percussion cap, or tore open a paper cartridge, or simply couldn’t stop his hands from shaking long enough to complete the task.

The Reload Time for longarms is doubled if you are trying to load a muzzle-loader while lying prone.

To speed up play, you can avoid rolling for the average mook NPC and just assume their Command + firearm Skill roll had a width of 1.

If you find this is too much rolling, just assume a width of 2 for all reload attempts. Don’t bother making the players roll to reload in non-stressful situations; just assume a width of 2.

## BUCK AND BALL

Smoothbore muskets (i.e. not rifled muskets) can fire “buck and ball.” This was a load with a musket ball and buckshot. Although not much use at long range, it is nasty at close range. Along with the damage listed in the ammunition qualities table, buck and ball have a Spray value of 2 at close and medium range.

## DOUBLE-ACTION REVOLVERS

When you pull the trigger of a double-action revolver the hammer is cocked and then it falls on the ignition source, firing the pistol. With a single-action pistol, pulling the trigger makes the hammer fall. That’s it. With a single-action pistol the user has to manually cock the pistol first before the gun can fire. Most Civil War and antebellum pistols were single action.

A double-action pistol is faster to fire (just aim and pull the trigger) but because the trigger pull also cocks the hammer it tends to hurt the user’s aim.

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Before firing a double-action pistol, a player must declare if his character is going for speed or accuracy. The player rolls the character's Handgun dice pool. If the character is going for accuracy, the dice pool result is unaffected. If the character is going for speed, reduce the dice pool by 1d, but increase the width of the dice result by 1 for initiative purposes only. Keep the original width for determining damage.

*Example:* Kit Masterson fires a double-action revolver. She is "going for speed." Her 5d dice pool is reduced to 4d, yet she still rolls a 2x7. For the purposes of initiative, Kit's roll has a width of 3 instead of 2. For damage purposes, her roll still has a width of 2. The height of the roll is unaffected.

### LONG-RANGE DAMAGE

Regardless of the firearm's caliber, reduce the width by 2 at long range for damage purposes only.

There are plenty of examples of "spent balls" striking people but doing little more than bruising them. One of the most famous examples is Confederate General Richard Ewell at the 2nd Battle of Winchester during the Gettysburg campaign. He was struck in the head by a spent minié ball. His hat was a little on the large side so he had stuffed it with some paper. The paper saved him from serious injury.

*Example:* Kit Masterson fires an American Rifle at a target at long range. The weapon normally does W+1S, W+2K. Kit rolls a 2x10, a shot to the head! Normally this would result in 3 Shock and 4 Killing damage, but at long range this is reduced to 1 Shock and 2 Killing.

### MISFIRES AND OTHER CALAMITIES

The most common cause of misfires (and worse) was human error in the loading procedure. Other problems came from defects in the ammunition and poor tolerances of the firearm's manufactured parts.

A potential calamity occurs when you roll All Low (all the dice in the pool are 5 or less, and there are no

matching sets). If that happens, roll 1d. A calamity happens on a 1 or a 10.

On a 10, the weapon misfires. A cylinder jams, a percussion cap fails, or you accidentally shot your ramrod (it happened!). It usually requires spending at least half the weapon's reload time to fix the problem, though the GM may impose other penalties depending on the misfire. While the only way to fix a missing ramrod is to search for a new one, a dropped musket ball is quickly replaced by tearing open another cartridge.

On a roll of a 1, the weapon seriously malfunctions. If you're lucky the weapon (or chamber) will simply be unusable until a gunsmith services it. A pistol's chamber was empty of powder when you rammed the bullet in place, or defective powder fired a minié ball partway up the musket's barrel. In the worst case, damage occurs. Pistols could chain fire. Muskets could burst. A chain-firing pistol delivers 1 point of Shock and Killing damage per exploding cylinder, applied to the character's gun arm. A burst musket does 2 points of Shock and Killing to the character's gun arm, and 2 points of Shock and Killing to the character's head. The GM decides the type of malfunction, or roll 1d: on an even result the weapon is useless, on an odd result the character takes damage.

Firearms foul easily, so cleaning is a necessity. Under combat conditions firearms should be cleaned after each major engagement. If not, a minimum match of a 2x3 is necessary to hit anything—meaning that you need a result with a width greater than 2, or if the width is 2 the height must be at least a 3. If the weapon is used in another engagement without being cleaned, the match needed to hit is a 2x4. If it's left dirty after yet another engagement, the minimum match is a 2x5, etc.

Characters should keep one of the pistol's cylinders empty or uncapped (loaded, but with no percussion cap in place). The hammer can rest on the empty cylinder. We all know gamers have their characters live on the wild side. If your character doesn't take this precaution, any time the character runs or jumps roll 2d. A match of height 5 or less results in the gun going off. Take a width 2 hit to the character's leg.



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CANNONS

The following range table lists the minimum, close, long, and maximum ranges for the primary types of projectiles (shot, shell, case shot, and canister). A projectile could not be fired at a target closer than the minimum range. Any range between minimum and close is considered close range and adds a die to the dice pool. There is no modification for targets between close and long range. Targets between long and maximum range are attacked with a die subtracted from the dice pool.

Ammunition Ranges

| PROJECTILE     | RANGE (in yard)<br>Min/Close/Long/Max |
|----------------|---------------------------------------|
| Shot           | 350/600/1,000/1,500                   |
| Shell and Case | 500/750/1,000/1,500                   |
| Canister       | 0/200/300/400                         |

Cannon Damage

SHOT

| CALIBRE                           | BASE DAMAGE | PENETRATION | AREA RATING | RADIUS | SPRAY |
|-----------------------------------|-------------|-------------|-------------|--------|-------|
| 6-pdr Smoothbore shot             | W+4 in SK   | 2           | —           | —      | 2d    |
| 12-pdr Smoothbore shot            | W+5 in SK   | 2           | —           | —      | 3d    |
| 3-inch Rifle, 10-pdr Rifle bolt   | W+5 in SK   | 3           | —           | —      | 3d    |
| 24-pdr Rifle bolt                 | W+5 in SK   | 3           | —           | —      | 4d    |
| 4.2-inch Rifle, 30-pdr Rifle bolt | W+6 in SK   | 3           | —           | —      | 4d    |

CANISTER

|                              |           |   |   |   |    |
|------------------------------|-----------|---|---|---|----|
| 6-pdr Smoothbore             | W+4 in SK | 1 | — | — | 5d |
| 12-pdr Smoothbore            | W+5 in SK | 2 | — | — | 5d |
| 3-inch Rifle, 10-pdr Rifle   | W+3 in SK | 2 | — | — | 3d |
| 24-pdr Rifle                 | W+3 in SK | 2 | — | — | 3d |
| 4.2-inch Rifle, 30-pdr Rifle | W+4 in SK | 2 | — | — | 4d |

SHELL

|                              |           |   |    |        |   |
|------------------------------|-----------|---|----|--------|---|
| 6-pdr Smoothbore             | W+2 in SK | 2 | 3d | 5 yds  | — |
| 12-pdr Smoothbore            | W+3 in SK | 2 | 4d | 10 yds | — |
| 3-inch Rifle, 10-pdr Rifle   | W+3 in SK | 2 | 4d | 10 yds | — |
| 24-pdr Rifle                 | W+3 in SK | 2 | 5d | 15 yds | — |
| 4.2-inch Rifle, 30-pdr Rifle | W+4 in SK | 2 | 5d | 20 yds | — |

CASE

|                              |           |   |    |              |   |
|------------------------------|-----------|---|----|--------------|---|
| 6-pdr Smoothbore             | W+3 in SK | 2 | 4d | 20 by 5 yds  | — |
| 12-pdr Smoothbore            | W+4 in SK | 2 | 5d | 40 by 10 yds | — |
| 3-inch Rifle, 10-pdr Rifle   | W+4 in SK | 2 | 5d | 40 by 10 yds | — |
| 24-pdr Rifle                 | W+4 in SK | 2 | 6d | 60 by 15 yds | — |
| 4.2-inch Rifle, 30-pdr Rifle | W+5 in SK | 2 | 6d | 80 by 20 yds | — |



### AMMUNITION RULES

Each cannon has a limber with one ammunition chest and a caisson with two ammunition chests. Ammunition chests are a standard size, so the number of rounds varies by gun type and caliber. A 12-pounder's chest has eight rounds each of shot, spherical case, shell, and canister. A 6-pounder has 14 rounds of each type. High-trajectory howitzers don't fire shot. A 24-pounder howitzer's chest contains six rounds each of spherical case, shells, and canister, while a 32-pounder contains four rounds each of spherical case, shells, and canister.

Each kind of ammunition for cannons works differently. The following are special rules concerning each type.

#### Shot

A solid ball. Add the Spray dice to the dice pool. Multiple successes apply to different targets as long as all the targets are lined up in a straight line pointing toward the cannon, and all are within five yards of the impact point.

If there is only one target at the impact point but you roll multiple successes, the shot bounces into an-

other target down range of the first. The distance from the first target to the second can be no greater than the distance from the cannon to the first target. Bolts from rifled guns do not bounce.

#### Canister

A cluster of small balls like musket balls. For double canister halve the ranges but add 2 to the Spray value.

#### Shell

An exploding round. Double the Penetration rating for shells fired into the walls of earthworks. Mounted targets within the blast radius must make Ride rolls or the horse throws the rider or runs away from the explosion.

#### Case

Instead of a round radius, case shot has an oval (or, since it's easier to visualize, rectangular) blast "radius."

### CANNON CREW

Smoothbore cannons have a Slow rating of 6. Rifled cannons have a Slow rating of 8. This is assuming that the cannon has at least four men operating it (a stan-



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dard crew for a field piece was seven). If the gun crew is reduced to three or fewer men, double the Slow rating. The most important member of the gun crew is the

gunner. The gunner sights the piece and elevates the barrel. Use the gunner's Ranged Weapon Skill dice pool for determining accuracy and damage.

### COMMON ARTILLERY TERMS

**3-inch, 4.2-inch, etc:** A rifled cannon was known by the diameter of its barrel in inches. The most common rifled field artillery pieces were the Model 1861 2.9-inch Parrott Rifle, the Model 1863 3-inch Parrott Rifle, and the Model 1861 3-inch Ordnance Rifle.

**6-pdr, 12-pdr, etc:** A smoothbore (and some rifled) cannon was known by the weight of the solid cannon ball fired from it. The most common field artillery pieces rated this way were the Model 1841 6-pdr gun, the Model 1841 12-pdr gun, the Model 1841 12-pdr howitzer, the Model 1841 24-pdr howitzer, and the Model 1857 Light 12-pdr gun-howitzer (also known as the 12-pdr "Napoleon").

**Canister:** Essentially a big shotgun shell packed with musket balls. It was fired from a cannon at targets 300 yards away or less. When the enemy got very close, the artillery crew would sometimes fire "double canister," which consisted of putting one explosive charge in the gun followed by two canister rounds.

**Case-Shot:** Case-shot (also known as spherical case-shot, or shrapnel shot) was an explosive projectile packed with lead or iron balls. Case-shot exploded above troops, showering them with balls and case splinters.

**Field Artillery:** This is the official term for artillery that served "in the field" with infantry and cavalry.

**Gun:** A gun was a type of artillery piece with a long barrel, which fired its projectiles in a relatively flat trajectory.

**Gun-Howitzer:** A hybrid weapon with a longer barrel than a howitzer, but weighing less than the equivalent-sized gun. The famous gun-howitzer of the American Civil War was the Model 1857 12-pdr Napoleon. (The gun got its name from Emperor Napoleon III of France, who commissioned the weapon.)

**Heavy Artillery:** Artillery that was too heavy to mount on a carriage and move with a regular army. They were used in coastal defenses, river fortifications, and semi-permanent defensive positions, such as the forts around Washington and Petersburg.

**Horse Artillery:** Artillery that accompanied cavalry. Horse artillery tended toward lighter guns of smaller caliber.

**Howitzer:** A short-barreled cannon designed to lob shells so that they exploded above troops or behind fortification walls.

**Mounted Artillery:** Confusingly, this is the official name for field artillery that served with infantry. Mounted artillery was sometimes called "harnessed artillery."

**Rifle:** Artillery pieces with grooves along the inside of the cannon's barrel, allowing the projectile to spin. Due to barrel wear and gas pressure, rifled guns were usually made of iron. Rifled guns could fire more accurately over long range than smoothbore guns. The oblong "bolt" of a rifled gun did not bounce like a regular cannonball, and some of the balls in a canister round would catch in the grooves and spiral off in different directions, making rifled cannons less effective than smoothbores against infantry. Rifled cannons were particularly useful onboard warships.

**Shell:** An iron sphere containing explosives, designed to explode above troops or behind fortifications. Case-shot was more effective against infantry, but shells were considered better at spooking cavalry horses.

**Smoothbore:** A cannon with a smooth bore (that is, not rifled). Smoothbore cannons were less accurate than rifled cannons and had a shorter range, but since cannons could only fire accurately at targets within line of sight, this wasn't much of a handicap on the battlefield. Naval smoothbores, however, were at a marked disadvantage against rifled cannon. Smoothbores were usually made of bronze.

**Solid Shot:** The stereotypical cannon ball. In rifled cannons, it was an oblong projectile sometimes called a bolt. Solid shot was used to punch into large formations of troops, often bouncing across the battlefield until it ran out of momentum, or it was used to slam into fortifications and warships.



## COVER

When the lead starts flying, your character might find it best to dive for cover. This may be the only way to avoid bullets, unless the character has a Gift that grants hyper speed and awareness.

During the Declaration Phase of the turn, tell the GM the specific cover you plan to dive for. Are you jumping behind a tree, dropping into a trench, or running around a corner? Make a Dodge roll. If you don't roll a match, there's no cover to hide behind. If you roll a match but the shooter's width is greater than yours, the ball hits you before you made it to cover.

The height of the roll combined with the quality of the cover determines your level of protection. The greater the height, the more locations hidden by the cover. After making your roll, state which locations are hidden. Hidden locations are damaged only if the weapon penetrates the armor value of the cover. See the Taking Cover table, below. In practice the GM should decide the outcome rather than rely on the table, but the table is provided as a guideline.

### Taking Cover

| Roll | Cover is tiny            | Cover is okay            | Cover is great          |
|------|--------------------------|--------------------------|-------------------------|
| 1-3  | Hide one hit location    | Hide three hit locations | Hide five hit locations |
| 4-7  | Hide two hit locations   | Hide four hit locations  | Completely hidden       |
| 8-10 | Hide three hit locations | Hide five hit locations  | Completely hidden       |

## SMOKE

Smoke from black powder weapons badly obscured Civil War battlefields. Unless there was a stiff breeze to blow away the smoke, it wasn't long before it was virtually impossible to see the enemy through a blue-gray fog.

Smoke increases the difficulty of ranged attacks and Sense rolls. The exact effect of smoke on the characters is up to the GM. It also depends a lot on terrain, the density of an attacker's formation, and weather conditions. As a guideline, after a minute or so of combat in still air raise the difficulty by 1. Continue increasing the difficulty every

## MENTAL TRAUMA

Combat is one of the most horrifying and stressful activities a human being will ever endure. Along with the guidelines given in the *Wild Talents* rule book, the following situations call for Stability checks:

- Standing firm in the face of a bayonet charge. (Add 2 to the difficulty if the charging unit gives the Rebel Yell.)
- Advancing to close range against an enemy battle line.
- Receiving the initial volley from an infantry battle line.
- Taking artillery fire.
- Having a limb amputated.

Add 1d to the dice pool if you are in a close formation with other soldiers, as there is comfort and safety in numbers, or if behind field fortifications or entrenchments.

minute or so until the difficulty hits a maximum of 5. If there is a stiff breeze increase the difficulty every 5 minutes instead. If there is a strong wind increase the difficulty every 10 minutes and reduce the maximum difficulty to 3.

Since smoke hung around longer in forests, increase the maximum difficulty by 2 in the presence of thick foliage.

This applies to infantry and artillery fire, though artillery smoke wasn't as big a problem as it tended to rise higher than smoke from muskets and pistols.

You may have noticed that if characters are shot as smoke increases, there is a greater likelihood of being hit in the head or body. This isn't too far from the truth. As smoke obscured the battlefield, soldiers had a habit of ducking under the smoke to fire. Therefore, if they were hit they were more likely to be hit in the upper body.

## HORSES

Horse Stats and Skills are found in the Appendix, page 222.

A horse's Skills work the same way as for humans. If you want to know if the horse heard someone approaching, roll the horse's Perception. If you want to dodge a cannon shot while riding your horse toward the artillery piece, roll the horse's Dodge.

## Chapter 4: On the Field of Battle

A horse and rider make a large target. If you don't care whether you are shooting at the horse or the rider, add 1d to the dice pool. If the pool rolls a matching set, roll an additional 1d. If this die comes up 1 through 6, the horse was hit; on a roll of 7 through 10 the rider was hit. The height of the matching set determines the hit location on the horse or the rider.

If you make a melee attack from horseback and the horse is moving more than 10 yards per turn, add +1 Killing damage to the attack. However, see the Ride Skill on page 51.

### BLEEDING & AMPUTATIONS

Combat in *This Favored Land* is bloody enough, but if you want to add even more realism to the whole casualty experience, apply these rules.

#### BLEEDING

Any wound that causes 3 or more points of Killing damage bleeds. Bullet and stab wounds bleed for 1 point of Shock to the torso per combat round. So does artillery damage if the character was the ground-zero

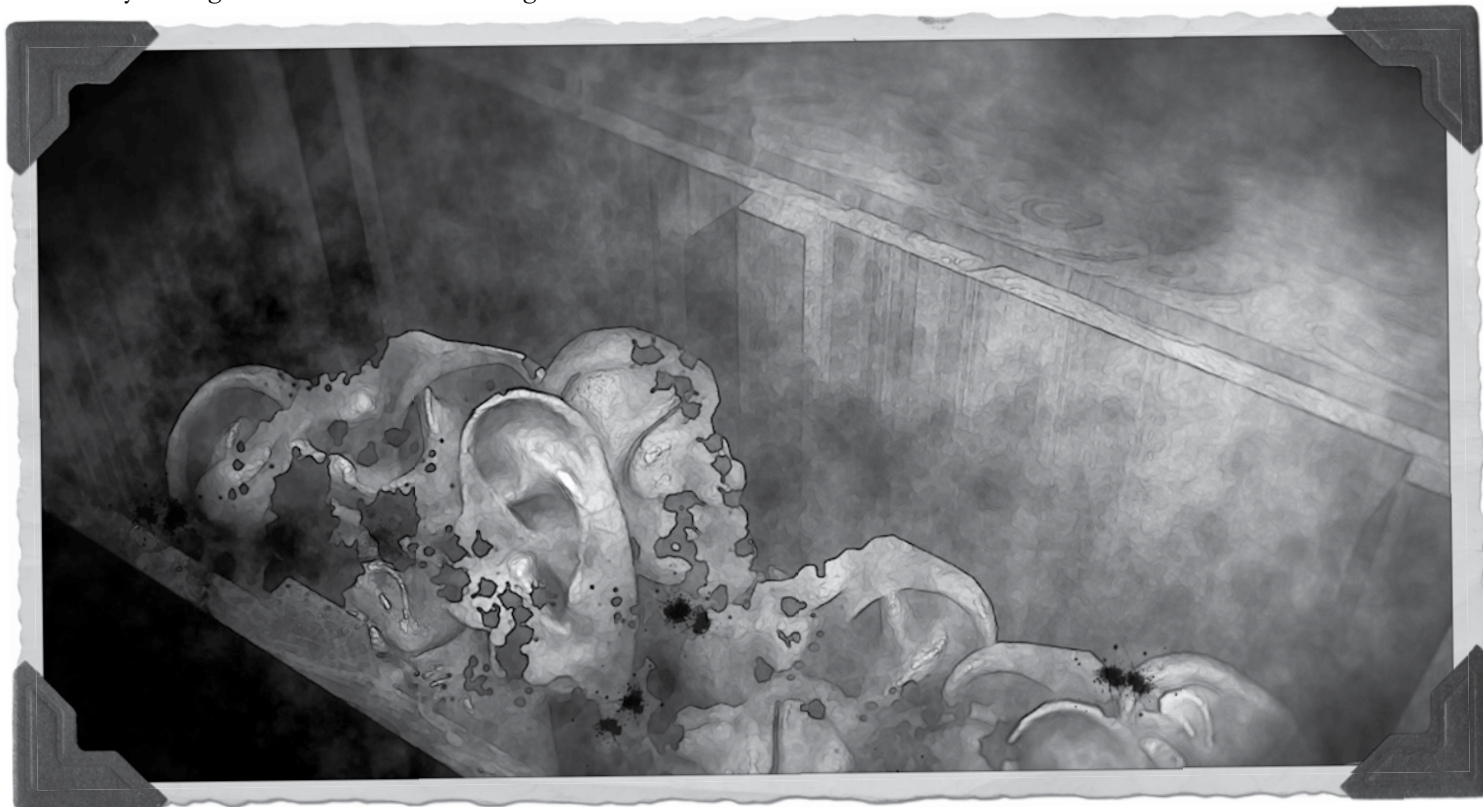
target of the artillery attack. Slashing wounds bleed for 1 point of Shock to the torso every 2 combat rounds.

Damage due to artillery Area effects and blunt damage bleed for 1 point of Shock to the torso per minute. The bleeding continues until the character's torso fills with Killing damage and the character dies. A successful First Aid or Knowledge [Medicine] roll stops the bleeding. If the bleeding doesn't stop, allow multiple rolls but each failure adds 1 to the difficulty of each subsequent attempt.

A successful amputation (see Surgery below) also stops the bleeding.

#### INFECTION

Killing damage has the potential for infection. Keep track of every wound a character receives with Killing damage. Make an X on the character sheet beside the hit location if the damage came from a puncture wound (bullet, stab, shrapnel), and make a slash mark ("\") if the damage was from another source. If the wound isn't healed within 24 hours, make a Body+Endurance roll for each X and \. The roll has a difficulty of 4 for each X, and a difficulty of 2 for each \. If the roll succeeds, erase the mark. If the roll fails, the wound is infected.





### EVEN MORE DAMAGE OPTIONS

Combat is gritty, and deadly, in *This Favored Land*. Realism, however, doesn't necessarily translate into fun. The *Wild Talents* rule book has a number of options for toning down damage lethality. Here are three more you can use together or singly:

**Grazes:** Gifted characters can convert any hit regardless of the total damage into 1 point of Shock damage at the cost of 10 Willpower points. The Willpower expenditure represents the mental trauma associated with surviving a near miss.

At the GM's discretion characters without Willpower can convert one hit per day into 1 point of Shock, but they must then make a Stability check with a difficulty equal to the amount of Killing damage they just narrowly avoided. See Mental Trauma in the *Wild Talents* rule book.

**Limited Killing Damage:** One point of Killing damage affects one, and only one, hit location box. If you apply one point of Killing to an empty box, it is crossed off with an X. If you apply one point of Killing to a box that already has Shock damage, that box is marked with an X, and that's it. Killing damage is not spread across two boxes with Shock damage.

Apply Shock damage first and then apply Killing damage. As always, empty boxes take damage before boxes with Shock damage.

*Example:* Kit Masterson is hit in the arm with a musket ball. She takes 3 points of Shock and 4 points of Killing damage. Apply the 3 points of shock first. Kit has two boxes with no damage and three boxes with Shock damage. Now apply the 4 points of Killing. Cross out the two empty boxes. She has three boxes with Shock damage, two boxes full of Killing damage and 2 more points of Killing damage left to apply. Finally, apply the 2 Killing points to boxes that have Shock damage. Even though the boxes are already damaged, each point of Killing damage only finishes off one box. Kit now has four hit boxes full of Killing damage and one with Shock damage.

**Limited Shock Damage:** Only apply Shock damage to empty boxes, never to boxes that already have Shock. If a limb is filled with Shock, apply additional Shock to the torso. If the torso is filled up, apply additional Shock to the head. If the head is filled up, ignore further Shock damage. Exception: If the character's torso is filled with Shock damage and the character takes bleeding damage (see Bleeding on page 62), convert the Shock damage to Killing damage.

Take one point of Shock immediately.

No damage boxes are healed naturally or with First Aid or Knowledge [Medicine] rolls while that location has an infection mark (X or \). Damage to uninfected locations can heal naturally, or with medical attention. All damage boxes can be healed using miracles, even if the location has an infection.

Each day roll Endurance for each hit location with an infection mark. Add up the infection marks, treating each \ as one and each X as two. This total is the Endurance roll's difficulty. If the roll succeeds, erase one of the location's infection marks (starting with the \ marks). If the roll fails, add a \ infection mark to the hit location and take a point of Shock damage to that location.

A location can have only five infection marks. If the location already has five infection marks when the Endurance roll is failed convert a \ into an X. If a limb already has five X infection marks, apply a \ infection mark to the torso. If a limb fills with Killing damage, ap-

ply the Shock to the torso. If the torso has five infection marks, keep rolling. Don't add more infection marks, but you take 1 point of Shock for every failed roll.

The infection stops when wounds with infection marks are healed through miracle use, or when a successful Endurance roll erases the last infection mark. The damage remains and the Shock can't be healed with First Aid, but it can now heal naturally with rest and with a Knowledge [Medicine] roll.

*Example:* "Mississippi" Jenkins receives a gunshot wound to the right arm and a left leg wound from an artillery shell, giving him one X and one \. The player rolls Endurance with a difficulty of 4 for the gunshot wound and a difficulty of 2 for the artillery wound. The artillery wound roll succeeds, but the gunshot wound fails. It is now infected. The character takes one point of Shock to the right arm. The next day the player rolls Body+Endurance again with a Difficulty of 2 (because the infection is an X). The character gains a \ infection

# Chapter 4: On the Field of Battle

mark and another point of Shock damage to the right arm. The player makes another roll the following day, and this time it succeeds. The player erases the \ wound, but the arm is still infected and can not heal. On the third day, the player succeeds at another Endurance roll. The fortunate “Mississippi” Jenkins has fought off the infection, and his arm can now begin to heal naturally.

## CIVIL WAR SURGERY

Surgery was pretty crude during the Civil War, and the Medicine Skill is not as effective as in the modern day.

When healing Killing damage, the doctor must roll Knowledge [Medicine]. If the roll succeeds, the number of boxes filed with Killing damage converted to Shock damage is only half the height of the roll, rounded down (minimum of 1).

*Example:* If the roll is 3x5, two points of Killing damage are converted to Shock damage.

If the roll fails, no points of Killing damage are converted to Shock damage. What’s more, if the damage was to a limb, the limb will never recover any boxes of Killing damage unless the limb is amputated.

## AMPUTATION

To amputate a limb, roll Knowledge [Surgery]. Look up the height of the roll on the following table to see the number of boxes permanently lost from the limb. All Killing damage in the remaining portion of the limb is converted to Shock points.

### Amputation

| HEIGHT | # BOXES PERMANENTLY LOST |
|--------|--------------------------|
| 1 – 2  | 4                        |
| 3 – 4  | 3                        |
| 5 – 7  | 2                        |
| 8 – 10 | 1                        |

After the amputation damage is calculated, make a Knowledge [Medicine] roll (or just a Mind roll, if the character has no Knowledge [Medicine] Skill). If the roll succeeds, all bleeding in the limb stops. If the Skill roll fails, the bleeding stops but there is a greater chance of infection. If you roll All Low (no matching set, and

all the dice rolled are a 5 or less), treat the amputation as though it were a bleeding wound. (If the amputation was to treat a bleeding wound, the character now has two bleeding wounds!)

Regardless of the success or failure of the roll, treat the amputation as if it were a wound with Killing damage for infection purposes: Mark the limb with an X infection mark and roll for infection within 24 hours with a difficulty of 4, just as though the character suffered Killing damage in combat.

The number of hit boxes permanently lost indicates the character’s level of disfigurement. One box from an arm means a lost hand or some fingers, while three boxes means the arm is gone above the elbow.

If the wound is already infected, the hit location must lose at least as many boxes as the equivalent number of infection marks divided by 2. For example, a character is wounded in the arm. The arm has one X and two \ infection marks. If he has the arm amputated

## SKILLS AFFECTED BY AMPUTATIONS

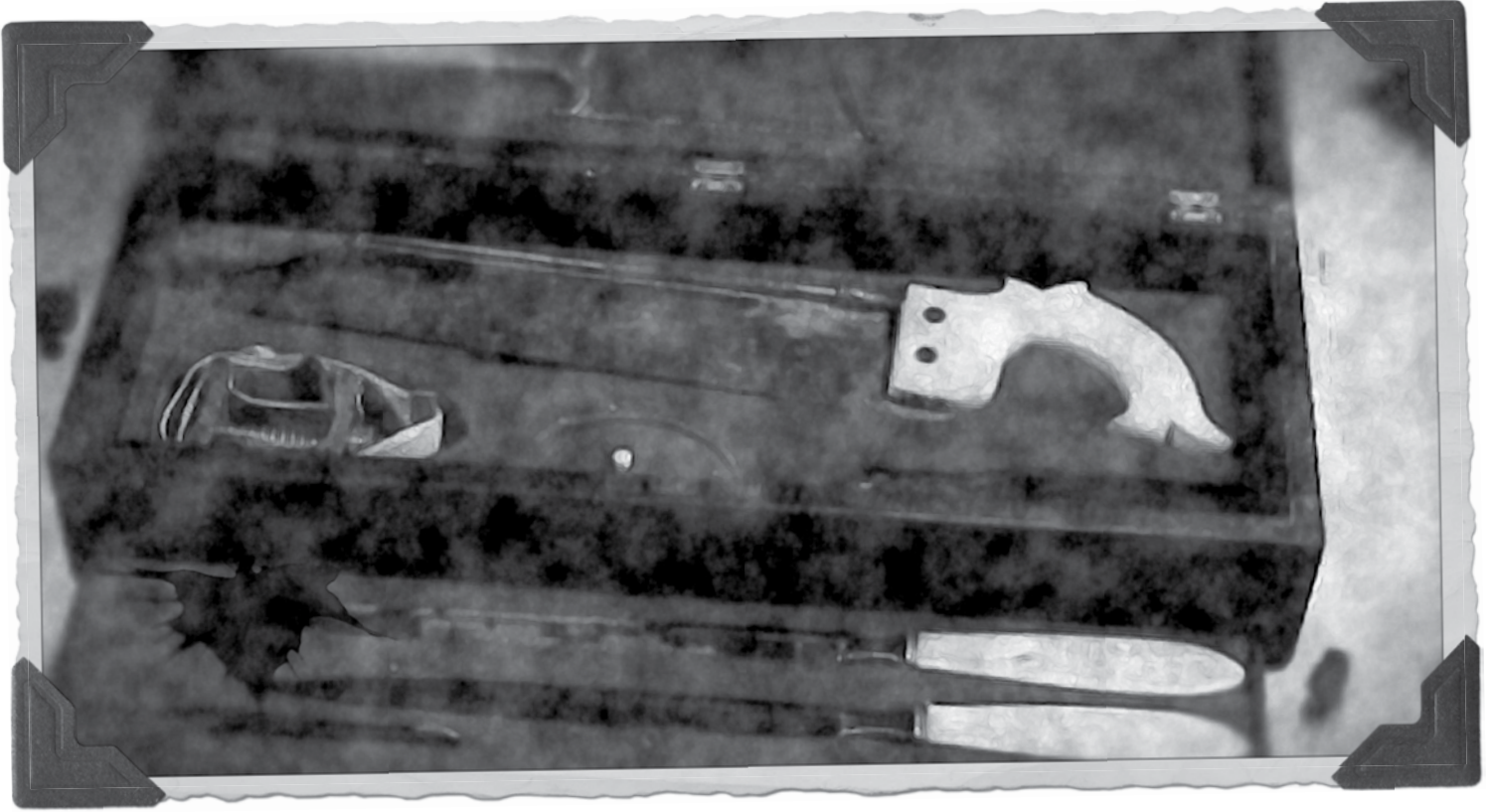
The following Skills are affected by amputations. If the amputation of a specific limb affects the Skill, it is listed in parentheses.

**Body Skills:** Athletics (throwing is affected by a dominant arm amputation, running and jumping by a leg amputation, all other Athletics use is affected by any amputation), Brawling, Melee Weapon (dominant arm).

**Coordination Skills:** Dodge, Ranged Weapon (Ranged Weapon [Pistol] affected by dominant arm, Ranged Weapon [artillery type] is affected by leg and dominant arm amputations; all others by any arm amputation), Ride (only when mounting the animal), Stealth (leg).

Command and Charm Skills may be affected by amputations depending on the circumstances. Persuasion might be lowered due to disfigurement, or it might be enhanced due to respect (a serious wound is seen as a badge of honor). Likewise, Leadership is likely to rise due to a wound. A lost limb could gain a character +1d in Persuasion when he’s trying to appear non-threatening, but Lie might get a –1d penalty when he’s trying to convince Jayhawkers that he was never in the Rebel army. The GM decides what penalty to impose on each Skill use, but a rule of thumb is –1d for every two hit boxes amputated.





he must lose at least 2 hit location boxes (three marks divided by 2, rounded up).

This will have obvious implications for Skills involving the limb. A permanent  $-1d$  modifier, or more, to affected Skills is appropriate. A loss of one or two boxes from a leg reduces the character's movement (via the use of their legs, so the Unconventional Movement power might not be affected) by a quarter. Losing three or four boxes reduces the character's movement by half.

### **SHOCK AND ANESTHETIC**

The shock caused by an amputation without anesthetic was sometimes enough to kill a man.

In the absence of anesthetic, the character takes 1 point of Shock to the head for every amputated hit location box. The character must roll Endurance.

Reduce this damage by the width of the Endurance roll. For instance, if the character has three wound boxes amputated and rolls 2x6 on Endurance, he only takes 1 point of Shock. If the character rolls All Low, however, the Shock damage is treated as Killing damage, instead.

If the character receives chloroform or ether, there is no risk of the character going into shock, and so the character ignores this damage.

(Chloroform was fairly dangerous to administer. A particularly unkind GM could require the surgeon to make a Knowledge [Medicine] roll when using chloroform, with a failure resulting in the character taking double the Shock damage to the head. Some unhappy players, of course, might find it a bit *too* realistic, perhaps even overkill, given that the character just lost a limb.)

## Chapter 4: On the Field of Battle

# DIGESTIVE SYSTEM DISEASES

Almost every Civil War soldier suffered from dysentery or diarrhea at some point in the war due to poor nutrition. Scurvy was also common. To reflect this, each game week a soldier is forced to live off of army rations the player must make an Endurance roll. If the roll fails, the GM rolls a single die and divides the result by 2. The character comes down with “the trots” or scurvy that many days later.

While the character suffers from the disease, all dice pools receive a -1d penalty.

Characters with Healing or Immunity may use their Gifts to cure the disease.

Once the character comes down with the disease, make another Endurance roll (with a -1d penalty, of course). If this roll fails, the disease lasts at least 5 days. If the roll succeeds, the disease lasts 5 - Width days. Remember to check for a recurrence at the end of the week.

There is really only one way to cure this ailment; eat some proper food! If fresh food isn't immediately available from sutlers or a nearby town, the characters may have to go on a foraging expedition to find some. If the characters find enough fresh food to last a day, the ailment will cure itself when the time limit runs out, and they will be immune from the Endurance roll on the following week. (What other roleplaying game teaches you the importance of eating your fruits and vegetables?)





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# CHAPTER 5

## A HOUSE DIVIDED

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**T**he Civil War was fought on a front over a thousand miles wide with individual armies that rarely numbered over 100,000 men. Though there were occasional scares, like Morgan's raid into Ohio, a raid from Canada by Confederates into Vermont, and of course Lee's Pennsylvania campaign, for most of the conflict the war was a long way off for the average Northerner. Blockades and rations meant the war was never far from Southerners, yet great stretches of the Confederacy never saw a Yankee soldier. Often the closest a town came to the war was a long list of local dead and wounded posted after a major battle.

By contrast, Civil War soldiers lived in camps that for most of them were many times larger than the towns and cities they left behind. They met people from places they'd never seen and sometimes never even heard of. They saw and survived events that altered them mentally and oftentimes physically. It was like they were on another world. This chapter details the everyday experience that was life during the Civil War.

## TERRIBLE SWIFT SWORD

On the day Confederate forces fired on Fort Sumter, the Confederacy was better prepared for war than

the Union. Anti-abolitionist sentiment and fears of a John Brown-like slave revolt strengthened the militia system in the South. As each state seceded, more men joined local militia and volunteer units. Some states saw trouble brewing and planned accordingly. On January 21, 1860 Virginia increased its military spending budget from \$5,800 in 1859 to \$5 million. By the end of 1860 Virginia had 26 infantry regiments, and five artillery regiments with a total of 24 cannons.

By contrast, the Northern states were relatively slow to increase the size of their militias. The Federal government did have a standing army and a navy. The army consisted of 15,500 soldiers spread across the country, with most of them on the frontier guarding against native attacks. The officer corps was wracked with defections as Southern officers left to join their state militias.

There were three main types of army units: militia, volunteer, and regular.

The militia units were home guard units, set up to defend individual states and available for deployment in the case of an emergency. Militias could not legally operate outside of their home states, so units operating under the command of the United States or Confederate governments were needed. These "federalized" units were the volunteer regiments.

Volunteer units were usually associated with a particular state, and usually formed for a specified enlistment period. In all other ways they were treated

## Chapter 5: A House Divided

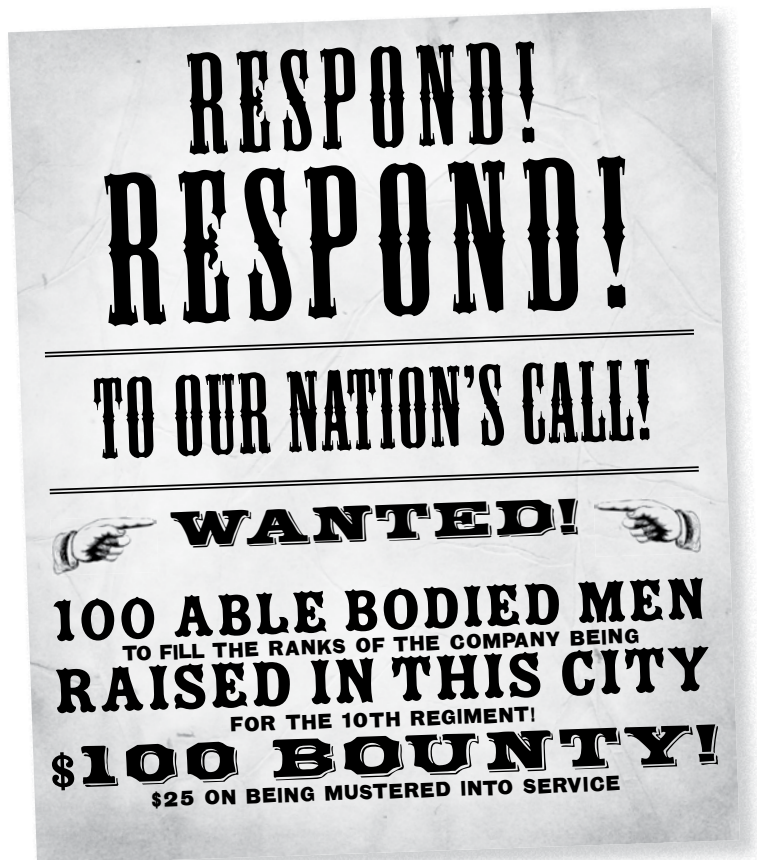
like regular army units, adhered to the army's code of conduct, received regular army training, and were subject to army discipline. The vast majority of new units formed during the war were volunteer units, but militias were created—often rather hastily—during the war in the case of a local emergency. The most famous case was the raising of Pennsylvania militias during Robert E. Lee's invasion of Pennsylvania in 1863.

The U.S. government created a number of volunteer units associated with the federal government and not a specific state. Except for two Massachusetts regiments, African Americans served in federal “colored” or “African descent” regiments, such as the Union's 1st Mississippi Cavalry Regiment (African Descent), which was later renamed the 3rd United States Colored Cavalry regiment. Native Americans served in the 1st through 4th Indian Home Guards. Confederate prisoners were given their freedom if they joined the Union army for service to fight Indians on the western frontier. These were the 1st through 6th U.S. Volunteer regiments. The most famous federal volunteers were the 1st and 2nd U.S. Sharpshooters, made up of men with excellent marksmanship and used as elite skirmishers.

The regular army was the United States' permanent, standing army.

When the Confederate government was created, it authorized the formation of a 10,000-man permanent army. Even in the midst of patriotic fervor, few men joined the regular army of the Union or the Confederacy. They were far more likely to join a volunteer regiment, which had the advantages of maintaining a state identity coupled with an enlistment period as short as nine months.

By the end of the war, the Union had 19 regular army infantry regiments, but formed 1,700 volunteer army regiments. The Confederacy raised 642 infantry regiments, nine legions, 163 separate battalions, and 62 unattached companies.



## A CALL TO ARMS

Recruitment posters were plastered on buildings and notices appeared in newspapers. Recruiters set up in town squares, imploring able-bodied men (and some not so able-bodied men) to join their regiment or company. They appealed to patriotism, manliness, and after 1862, when the horrors of Manassas and Shiloh were well known, the pocket book.

Before Manassas/Bull Run the biggest worry potential soldiers had was missing out on the fight. They were certain that one big, glorious, relatively bloodless battle would end the conflict, and they were scared they'd miss their chance to shoot a Yankee or a Secesh. In those first months, Yankees enlisted for three months and Rebels joined up for a year. The second wave of Lincoln's volunteers signed on for a two-year stint.

By 1862 the reality of war kicked in and soldiers had to be induced into joining. Both sides paid ever-increasing bounties for enlisting. After the first year, the Confederacy resorted to conscription to fill their ranks. The Union would follow with the draft in 1863 against vocal opposition.



### WHY THEY FOUGHT

As their states seceded, Southerners flocked to join state militias. After the attack on Fort Sumter, thousands of Northerners heeded Lincoln's call for volunteers. Why were these men so quick to risk their lives? Why did they fight?

Southern ideological motives are easiest to understand. The election of Lincoln and the Republicans was a threat to the status quo of Southern society. Southern newspapers and orators decried Northern tyranny long before votes were cast in the 1860 election. Though most Confederate soldiers owned no slaves, they detested the idea of a Northern majority altering the fabric of Southern society. Residents of Southern states felt a kinship with one another. They were forging a new nation consisting of individual states bound into a loose federation, a sentiment that was enshrined in the Confederate constitution. As a new nation, they saw Northerners as invaders. They fought for independence and self-government. They fought for states' rights, even though the primary right the rich and powerful "plantocracy" most wanted protected was the right to own slaves.

While Confederates were forging a nation, Unionists were defending a nation. The primary ideological motive in the North was not the abolition of slavery (though that was certainly present) but the preservation of the Union. Their grandfathers and great grandfathers fought to create, in Abraham Lincoln's words, a "government of the people, by the people, for the people." If the Southern states seceded, it was only a matter of time before internecine strife tore the Union apart. Instead of a great nation spanning a continent and capable of challenging the great

powers of Europe, the country would collapse into a collection of petty autocracies. It was the unification of Europe in reverse, and it would prove republicanism was a failure. Fighting to free the slaves was very much a minority view, especially before 1863, and not a particularly popular view at that.

Some motives were universal: patriotism, peer pressure, boredom, the promise of adventure, the drive to prove one's masculinity. These motives were far more powerful than ideology, even if ideology receives the most attention by historians.

Not everyone was willing to risk his life. When the Union instituted the draft, men could pay \$300 to get out of serving. To fill the ranks after the reality of war set in, the Union offered bounties ranging from \$100 to \$300 in 1862, which increased to as much as \$700 or \$1000 by 1864. Both sides resorted to conscription after the initial rush of volunteers petered out, and both sides suffered from shirkers, deadbeats, and deserters throughout the war.

Regardless of what drove a soldier to join up, when the battle was engaged there was only one reason a soldier fought, and it didn't matter whether he was a Yankee or Rebel. When shot and shell tore through his ranks, a soldier didn't fight for states rights or to preserve the Union. He didn't fight to prove his manliness or for the sheer adventure of combat. He fought for his comrades. He fought so that he wouldn't let down his brothers in arms. The bonds forged in the cauldron of war between fellow soldiers were stronger than ideology or societal pressure. In this, Civil War soldiers were no different than any other warriors in history.

The minimum age was 18, but few recruiters were picky. The regimental band had no minimum age; the youngest soldier in the 21st Indiana was a nine-year-old musician. There was no upper age limit.

Men came from all walks of life. Union armies boasted 300 different professions, Confederate armies 100. One quarter of all Union soldiers (500,000 men) were foreign-born, mostly German and Irish. Tens of thousands of foreigners signed on with the Confederacy. Some 200,000 Germans, 150,000 Irish, 50,000 Britons and 50,000 Canadians took part in the American Civil War. German and Irish immigrants were plentiful enough that they formed several ethnic regiments. One Louisiana regiment

had representatives of 37 different nationalities. Company H, 8th Michigan had 37 men from Michigan but 47 from New York, 26 from other states, seven Canadians, five Englishmen, four Germans, two Irishmen, one Scot, one Dutchman, and one who described his origin as "the ocean."

The Union recruited 180,000 African Americans, 134,000 of which were "contrabands" from occupied lands in the South. These men fought in segregated regiments. "Colored" regiments were given white officers, though all three regiments of the Louisiana Native Guards (who fought for the Union) began with black officers. With but a very few isolated exceptions, the Confederacy refused to arm slaves and freedmen.

## Chapter 5: A House Divided

They did take blacks along with their armies for non-combat duties such as cooking, laundry, and building earthworks. It was not uncommon for a master to take his personal slave along with him into the army. Though the Confederacy was squeamish about arming blacks, that wasn't the case with Native Americans. Several thousand natives joined segregated regiments on both the Union and the Confederate sides.

Army doctors did a very poor job of determining the health of the recruits. They were only supposed to accept recruits who were fit for duty. A doctor's "examination" might be no more than a couple of "love taps" on the back of the chest and to make sure the soldier had the right number of fingers and toes. As a result, many sick and functionally disabled recruits (not to mention women!) found their way into the army. By the end of 1862, 200,000 men were released from the Union army as being physically unfit for duty.

While some were mustered in immediately upon signing, it could take a few days before a recruit actually joined his newly formed company or regiment. The men would meet in a large meeting place, like a hall. If they were lucky, they would be given their uniforms right there and then (assuming their unit had uniforms). Otherwise, they would receive their gear and uniforms when they arrived at the training camps.

### REGIMENTS AND BATTERIES

Civil War regiments were divided into battalions, companies, platoons and squads. The basic building block of the regiment was the company.

There were three standard company configurations in the Union army. The original 10 Regular Army regiments had companies of 87 men: a captain, a 1st lieutenant, a 2nd lieutenant, and 84 enlisted men. The nine Regular Army units added in 1861 had companies of 100 men: a captain, a 1st lieutenant, a 2nd lieutenant, a 1st sergeant, four sergeants, eight corporals, two musicians, and 82 privates. This was also the structure for volunteer regiments, but they had an additional

wagoneer, for a total of 101 men. The Confederate army used 100-man companies. Companies were identified by letter, from A through K (J wasn't used).

Volunteer regiments and the ten original Regular Army regiments had a single battalion of ten companies. The nine new Regular Army regiments were to have three battalions of eight companies each but none of these regiments ever filled their three battalions.

The regimental staff consisted of a colonel, a lieutenant colonel, a major, an adjutant (1st lieutenant), a surgeon (major), two assistant surgeons (at least one was usually a captain), a quartermaster (lieutenant), a chaplain, a sergeant major, a quartermaster's sergeant, a commissary-sergeant, a hospital steward, and two musicians.

The company was broken into eight squads. Two squads made up a section, commanded by a sergeant. Four squads made up a platoon, led by a lieutenant. Squads, sections and platoons were not widely used in battle, where orders were primarily issued to companies, battalions, and regiments. But only a tiny (if memorable) portion of a soldier's career was spent on battlefields. The rest of the time he worked as part of a squad or section. Squads were sent out on patrols, foraging missions, and fatigue details. If a company was tasked to defend a small village, a nearby bridge might be defended by a squad or a section. A soldier's identity was linked to his regiment and company, but his bonds of friendship were most strongly forged with the men of his squad.

Cavalry units were organized like infantry units. A cavalry company was called a troop. Union volunteer cavalry regiments contained 12 troops, Confederate regiments had 10 troops. Union Regular Army cavalry regiments had three battalions, each battalion had two squadrons, and each squadron contained two troops.

A U.S. Marine Corps regiment was structured like its army counterpart. The Marine Corps peaked at around 3,000 men during the war. They were involved in a handful of amphibious operations and a battalion was present at First Bull Run/Manassas, but their primary mission was to act as security onboard warships.

An artillery gun detachment had a single cannon, its limber and caisson, nine to 13 horses, a sergeant



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(chief of the piece), two corporals (gunner, and chief of the caissons), six to 10 cannoneers (privates operating the cannon), and four to eight privates handling the horses and caissons.

Two guns, their crews and two officers made up a section. Four to six guns were grouped together into a company. A company was also called a battery, and was commanded by a captain. Along with the cannons in the battery, there were also attached wagons and teamsters, artificers for keeping the wagons and cannons operational, and extra privates to take over in case of casualties. At the start of the war a battery usually had six guns. This wasn't a hard and fast rule, and four-gun batteries were more common by war's end. An artillery regiment had ten to twelve batteries.

The Union army had 32 heavy artillery regiments trained to fight as both artillery and infantry. They spent most of the war manning large artillery guns, like those defending Washington, D.C. Even when they fought as infantry regiments they maintained their artillery organization; 12 companies of 150 men, resulting in regiments as big as many infantry brigades.

A legion was an odd mixed unit most often found in the Confederacy. It usually contained between six and eight companies of infantry, two or three compa-

nies of cavalry, and sometimes a cannon or two. While legions were useful in more remote parts of the country, they weren't practical within a larger army structure. Most legions were stripped of their cavalry and artillery, which were incorporated into other units.

### REGIMENT SIZES

A full-strength volunteer infantry regiment was 1,025 men, but actual sizes varied tremendously. In July of 1861, the 36th Illinois regiment began with 1,151 men and the 14th Indiana had 1,134. Combat, unfitness for duty, desertion, and most importantly disease soon took their toll. The 20th Maine had 386 men at Gettysburg (July 1 to 3, 1863) but was reduced to 80 men by late 1863. At Antietam (September 17, 1862), the 17th Virginia regiment could put only 55 men into the line. During the war the average size of a regiment floated between 300 and 500 men. Cavalry and artillery regiments saw similar attrition.

The average number of men in a regiment for the following battles were: Shiloh (April 6–7, 1862), 560 men; Fair Oaks (31 May – 1 June 1862), 650 men; Chancellorsville (1–5 May 1863), 530 men; Gettysburg (1–3 July 1863), 375 men; Chickamauga (19–20 September 1863), 440 men; The Wilderness (5–7 May 1864), 440 men.



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### LARGE ARMY FORMATIONS

Here is a quick guide to army formations larger than a regiment:

**Brigade:** Three to six regiments at full strength. Typical strength; 1,000 to 3,000 men, commanded by a brigadier general. Confederate brigades usually held more regiments than Union brigades. Early in the war a brigade often had a cannon or two attached.

**Division:** Two to six brigades; 3,000 to 12,000 men commanded by a major general. Union divisions usually held three or four brigades. Confederate divisions usually had four to six brigades. After 1862, it was common for a division to have two artillery batteries attached.

**Corps:** Two to four divisions; 10,000 to 40,000 men, commanded by a major general in the North and lieutenant general in the South. Union corps usually had two or three divisions. Confederate corps had three or four corps. Since Confederate divisions and brigades were larger than their Union equivalents, a Confederate corps could be almost three times the size of a Union corps. A corps usually had an artillery reserve of between four and 10 batteries.

**Army:** One to eight corps; 10,000 to 120,000+ men, commanded by a major general, lieutenant general, or (in the South) a full general. An army usually had a reserve of between four and 10 artillery batteries over and above the artillery available directly to corps and divisions. Armies often included cavalry divisions or a cavalry corps.

### ANYTHING BUT UNIFORM

We think of “the blue and the gray” as representing “the North and the South,” but at Bull Run there were Northerners wearing gray and Southerners wearing blue.

The standard U.S. Regular Army infantry enlisted uniform consisted of sky blue trousers, a dark blue jacket, and a dark blue forage cap. The forage cap was the stereotypical Civil War hat. It was somewhat formless, with a flat top and a bill to shade the face. Officers wore light blue trousers, a longer dark blue frock coat, and either the forage cap or a tall, wide brimmed hat known as the Hardee hat. In the winter, long light blue overcoats were issued.

Cavalry wore similar uniforms, though officers usually wore a wide brimmed hat known as the slouch hat.

Instead of shoes, cavalry often wore tall boots. Artillery regiments wore the same uniform as the infantry, but their forage caps were red or red trimmed, and insignia braids were red. The U.S. Sharpshooter regiments wore green uniforms in the British “rifle regiment” style.

Few volunteer regiments wore the standard uniform. Jackets ranged from short shell jackets to long frock coats. Forage caps and the Hardee hat were common, but so too was the slouch hat (which was particularly popular in the more mobile western armies). Militia units that became “federalized” as volunteer units resisted giving up their traditional uniforms, even if they were gray. By 1864, as uniforms wore out, there was a concerted effort on the part of the Union to standardize uniforms.

There was less standardization in the Confederate army. It was just too difficult for the quartermaster depots to coordinate something as relatively unimportant as jacket style. In combat, unit differentiation by way of uniform color was of primary concern. The individual bits of clothing were similar to the Union. Not surprising, as a good deal of Southern uniforms came from Northern sources and were simply dyed. Just as in the North, Southern militia units with blue uniforms refused to give them up. In general, Confederate units preferred gray. Gray uniforms tended to fade in the sun to brownish color called butternut. The uniforms of some western regiments were brown from walnut dyes.

Due to supply issues, Confederates were more likely to enter the army in civilian clothing, or to take bits of uniforms from dead enemies. While they tried to be uniform, more than one Confederate regiment looked more like a mob than a military outfit. However, this “ragged Rebel” stereotype, with folks at home sending their soldier relatives homespun clothing, was the exception rather than the rule. Confederate soldiers in the same regiment were almost as likely to be clothed in a regimental uniform as their Northern counterparts. General officers got away with non-standard uniforms. They often had uniforms tailor made to their own specifications.

The most flamboyant uniforms belonged to the Union and Confederate Zouave regiments. The



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regiments emulated the elite Algerian Zouaves of the French army. The “typical” Zouave uniform had a short, buttonless shell jacket with elaborate braiding over a colored shirt. Baggy pantaloons were common, and so were gaiters in which to tuck the pantaloons. A fez completed the picture. Red, white, yellow and different shades of blue (regardless of army affiliation) were common Zouave colors. Their jackets usually had colorful trim; their pantaloons were typically gaudy. The 5th New York, “Duryea’s Zouaves,” wore red pantaloons, while the Louisiana Tigers wore white pantaloons with dark blue vertical stripes. Not all Zouave uniforms fit this pattern, with trousers replacing pantaloons, and forage caps replacing the fez.

### GEARING FOR WAR

A soldier received a knapsack, a haversack and a canteen (on a strap, worn like a haversack). Knapsacks came in four styles, including a rigid version and several soft versions. The soldier stored in the knapsack a change of clothes, a sewing kit, toiletry items, and personal items such as tobacco, a pocketknife, a pocket bible, and hemp twine. The soldier might also carry writing utensils, paper, a deck of cards, a chess set, a pocket hymnal, a harmonica, or a pocket watch. Rolled and strapped around the top and sides of the knapsack were two woolen blankets and an oiled ground cloth or shelter half. The whole thing could weigh 15 to 25 pounds. If a knapsack wasn’t available, the soldier wrapped his belongings in a rolled-up blanket tied at the ends and strapped across the chest.

A leather belt worn around the waist held the soldier’s cartridge box, percussion cap box, and bayonet. The soldier carried his weapon on his shoulder. Soldiers stacked their weapons in teepee fashion when not marching. There was a great deal of variety in longarms, but the Springfield and Enfield rifled muskets were the most common.

Including his weapon, a soldier carried between 40 and 60 pounds of equipment. Cavalry soldiers received similar gear, but they at least had a mount with saddlebags to carry it.

While marching the soldier soon learned that he

didn’t need all this gear. Veterans usually did away with the change of clothes and one of the blankets. Prior to battle, soldiers often threw away playing cards. This wasn’t for weight reasons, though; they didn’t want to be found dead on the battlefield with something so sinful on their persons.

In 1862 another, more curious item was found on the road; metal breastplates. Enterprising businessmen sold Union soldiers metal breastplates for \$12 a piece that were capable of absorbing a musket ball. It was an early version of the modern flak vest. While sound in principle, the breastplates were heavy and uncomfortable. Few saw use on the battlefield, having been abandoned on the march.

### HARDTACK AND CHICORY

The soldier’s diet was anything but palatable. The men were supposed to receive 12 ounces of salt pork or bacon, 20 ounces of fresh or salt beef, 22 ounces of soft bread or flour, and 20 ounces of cornmeal or 16 ounces of hardtack each day. Hardtack was a flour cracker two to three inches square and a half an inch thick, regarded more for its longevity than for its taste. Each company was also supposed to receive a daily allotment of 30 pounds of potatoes, 15 pounds of peas or beans, 15 pounds of sugar, 10 pounds of rice or hominy, eight to 10 pounds of coffee, and quantities of tea, pepper, vinegar and molasses.

Needless to say, once the war began in earnest this level of rationing never materialized. The most sought after staple was coffee. A commissary would rather run out of pork than run out of coffee beans. The Confederates tried to make do with brews made from peanuts, corn or chicory. When men on picket duty encountered soldiers from the other side, instead of shooting at them they often traded with them. A common trade was Southern tobacco for Northern coffee.

In camp, company cooks, many of whom had no training, prepared the food. Confederate companies often enlisted slaves as cooks. In the field soldiers usually handled their own cooking, or cooked in small groups.

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Their meals were heavy in fat and starches. Hard-tack was often boiled in water to soften it and to release any bugs that might have infested it (they weren't called "worm castles" for nothing) and then fried. Corn meal was mixed with water and fried in bacon fat, forming a filling dish called "coosh."

Fresh vegetables, fruit, and eggs were only available if the soldiers were lucky enough to stumble on them. Scurvy was common in many camps. To overcome this, Union quartermasters produced hard cakes of dehydrated beans, turnips, onions, carrots and beets. Confederate quartermasters tried to make up for vitamin deficiencies by suggesting that the men eat wild onions. Almost everyone, North and South, suffered from some form of diarrhea or dysentery due to the poor diet.

Fresh food and snacks were available from sutlers, civilian merchants who set up tents and shops outside of camp. Sutlers had a captive market with a high demand, and their prices reflected this. With little else to spend their money on, sutlers often did a booming business. Along with food, they also sold luxury and entertainment items.

To supplement food shortages, soldiers resorted to foraging. Foraging is a fancy way of saying, "taking anything that wasn't nailed down." In friendly territory it was done sparingly and (usually) with the best of manners. Local civilians were often happy to share a meal with a soldier, if they themselves weren't wanting. Foraging was necessary, even encouraged, while on the march, particularly in enemy territory. Pigs, chickens, even cattle wouldn't long escape the clutches of a hungry army. Wild game was eagerly accepted when it could be found (thousands of men tramping through a forest tended to spook the animals).

Foraging was also an important strategic tool. Robert E. Lee moved his men into Pennsylvania in 1863 largely to ease the burden his army was placing on northern Virginia. It didn't hurt that it brought some of the realities of war home to Northern civilians. He was careful to tell his men to pay for whatever they took in (essentially useless) Confederate scrip. That didn't ease the pain caused by his army's virtual scouring of southern Pennsylvania. William Sherman made foraging a

policy in his march through Georgia and the Carolinas. Since his strategy was to bring the war to the Confederate people, he didn't bother trying to pay for what his army took. Southerners retaliated by hanging or shooting any foragers they happened to capture in the act.

### CAMP LIFE

The new company or regiment marched through the streets of the town to the cheers of onlookers, down the road to a training camp where they learned how to live and fight as a unit. Training camps and receiving depots afforded the new recruit only cursory training. The bulk of a soldier's training came when his company arrived at the front. Soldiers spent 50 days in camp for every day they spent on the battlefield.

Drill filled much of the soldier's daily routine. To fight effectively, soldiers had to learn to move in formation as a company and as a company within a regiment. They needed to know what all the strange bugle calls meant, and what an officer wanted when he barked out orders like "right face," "shoulder arms," and "right about march." They had to learn to charge with a bayonet. And, of course, the soldier had to learn to fire his weapon.

Firearms training was rudimentary. Rifled muskets were capable of hitting targets at 1,000 yards if the shooter could accurately estimate the target's range. The French found that this target estimation was difficult, particularly when an enemy force was bearing down during a charge. They altered the back sight on their muskets down to 400 yards. The U.S. Army went so far as to do away with the back sight on some muskets. Instead, soldiers were trained to use their thumb as a crude sight, which limited the weapons' effective range.

Volunteer officers had to walk a fine line between learning on the job and not appearing incompetent before the men. Many camps held special night schools for officers. Others were left to their own devices, reading Hardee's *Rifle and Light Infantry Tactics* on their own time. (William J. Hardee was a lieutenant colonel in the U.S. army before the war. He resigned from the Union army and joined the Confederacy as a general.)

A typical day in camp for an enlisted man started with a bugle call at dawn summoning the men for a roll



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call. They then had half an hour to wash, shave, or nap before another bugle call brought them out for breakfast. After breakfast another bugle call signaled sick call, where sick men (and those trying to get out of the camp's monotony by faking it) were inspected by the regimental surgeon and sent to a hospital tent, if warranted. For everyone else, there were fatigue duties. Firewood needed chopping, water needed collecting, and quarters and the company campground needed cleaning. At 8 a.m. each company sent a guard detail to the regimental headquarters, where they would serve for 24 hours. Everyone else went out for drill. Drill lasted until lunch, around noon, followed by a 30 to 60 minute break. After the break there was more drill, or perhaps target practice. At 4 p.m. the men were sent back to their quarters to clean and polish their uniforms and clean their quarters for evening retreat. Evening retreat included a personal inspection, tent inspection, another roll call, and evening parade. Supper was served after evening parade. Between supper and sun down the men had free time to themselves. Tattoo (taps) was sounded just after sundown and the men showed up for another roll call. They had more free time, in the dark, until 10:30 p.m. when taps was sounded and lights were turned out. The men went to sleep, to do it all again the next day.

The men lived in tents. In the winter the tents weren't very warm and comparatively little campaigning was done in the winter months, so soldiers erected semi-permanent log and dirt cabins, turning the camp into something resembling a shantytown. Tents and dirt cabins were pure luxury compared to sleeping on the march, where a soldier had little more than a blanket or two and an oiled drop cloth. Rain and insects made evenings miserable. While marching in the cold weather, they would sleep in lines "spooning" each other to share body heat, taking turns being the one on the end.

Soldiers had a number of amusements to stave off boredom. Games, particularly involving dice and cards (poker and faro) were popular. So too was music, with soldiers singing or playing instruments. Some units formed amateur theatrical companies and put on plays and musicals for locals. Fraternal orders sprung up in the camps, the Freemasons being by far the most common.

Religion played an important part in the lives of American soldiers. Every regiment had a chaplain. Revivals, temperance meetings and prayer groups were popular and encouraged. They were often attended by senior officers. When an army was camped for a lengthy period of time, soldiers erected chapels.

Sports livened up camp life. Team sports included

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football (soccer), cricket, and baseball. The Civil War is credited with spreading baseball around the country. Other sports included shooting competitions, sack races, wrestling, boxing, and even greased pig competitions. Southern troops not accustomed to snow were famous for staging huge snowball fights. When not in a social mood, soldiers spent time mending clothing, whittling, reading, and writing letters home.

### OFFICERS AND GENTLEMEN

The pre-war Federal Army was officered by men who graduated from the military academy at West Point, New York. There were so few positions of high rank in the antebellum army and advancement was so slow that most West Pointers left the army for civilian life. West Point was known as an excellent engineering school (and, in fact, it did a better job in those days of teaching engineering than strategy and tactics), so its graduates gravitated to engineering positions or private business. Several, including future generals George McClellan and Ambrose Burnside, found positions with railroad companies.

When the war broke out, West Point graduates flocked to enlist in both side's armies. Their status as West Pointers guaranteed them an officer's commission. The more experience, even if it was a decade and a half earlier in Mexico, the higher the rank. "Experience" was relative. Irvin McDowell, a long time staff officer, commanded the Union's Army of Virginia at First Bull Run even though he had never commanded troops in the field.

Regular army officers sympathetic to the secessionist cause resigned their commissions and headed south. Enlisted men were not allowed to resign. James Longstreet resigned from the Union army while posted to New Mexico. On the way east, a sergeant from Virginia asked Longstreet to take him along. Longstreet refused, explaining that the man had sworn an oath to serve in the army for a set number of years and could not simply resign regardless of his loyalty to his home state.

### BREVET AND VOLUNTEER RANKS

In the antebellum army, a brevet was awarded to acknowledge an officer's promotion until a position at the higher rank opened up, at which point the promotion was made permanent. During the Mexican War and the Civil War brevet ranks were awarded for gallantry, and were considered an honor. The officer could function at the brevet rank, though officially he was still listed and paid at the lower rank. For example, a colonel who showed courage and determination could be awarded the brevet rank of brigadier general. The formal title would be "Brevet Brigadier General," to distinguish him from officers who were permanently promoted to that rank.

With the influx of volunteers who joined up to fight the war, the Union army made a distinction between volunteer ranks and regular army ranks. Officers who signed up for the war and led volunteer troops had a volunteer rank that did not extend beyond the war. Long-term professional soldiers commanding troops in the field kept their original regular army rank (to which they would likely revert after the war was over) but were also awarded a volunteer rank. William Sherman was promoted from colonel to brigadier general, USV (U.S. Volunteers) in August 1861 (dating to May 1861). He was promoted to major general, USV on May 1, 1862. On July 4, 1863, he was awarded the regular army rank of brigadier general, USA (at which point he was a major general of volunteers and a regular army brigadier general). He was made a major general, USA on August 12, 1864 and lieutenant general in the regular army on July 25, 1866.

When brevets were taken into account, it was possible for an officer to hold four different ranks during the Civil War. For example, an officer could have the rank of brigadier general of volunteers and a brevet to major general of volunteers, while maintaining a regular army rank of captain that was brevetted to lieutenant colonel. As far as his men were concerned, he was a major general who outranked regular army brigadier generals.

Even with West Pointers rushing to join, there weren't enough graduates to fill all the officer positions that suddenly opened in the rapidly expanding volunteer army. If a man had money or a college education, he was deemed officer material. Joshua Lawrence Chamberlain was offered the command of a Maine regiment simply because he was a university professor (his specialty was languages and rhetoric!). Chamberlain wisely declined

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and took the job of lieutenant colonel in the 20th Maine so that he could study strategy and tactics.

Few officers were that wise. For this reason, the cadre of professional soldiers (the West Pointers) regarded these amateur soldiers with derision, at least until combat separated the wheat from the chaff. Even then, familiarity and family connections drove promotions, particularly among staff officers. Neither side had anything like a command college, so generals promoted within a group of trusted men. Since you needed money or political connections to get into West Point, the anti-volunteer discrimination also had a social aspect to it.

Lee, who is well known for maintaining a trusted group of officers, continued to promote West Pointers over “amateurs.” The bias against non-West Pointers was particularly prevalent in the Confederacy. Accomplished generals like Patrick Cleburne (an Irishman) and Nathan Bedford Forrest (born to a poor Tennessee family) never rose to infantry corps command. The Union suffered less from this bias only because the Union’s larger and more numerous armies with smaller corps and divisions meant there was a greater need for command officers. Lincoln also had to maintain a fragile coalition with pro-war Democrats. Enter the politically appointed officer.

While Union Major General John Logan—a congressman and connected member of the Democratic Party—proved to be an able general, he was the exception to the rule. Those who achieved high rank through political patronage, men like John McClelland, Dan Sickles, Ben Butler and Nathaniel Banks, were some of the worst officers of the war. They knew much about oratory but little about soldiering. The Confederates had their own political appointees to deal with, but the problem of political generals was worse in the North.

Usually officers treated each other civilly, as gentlemen. This courtesy was extended to men on the other side of the conflict. Many a Union officer had a Confederate friend whom he hoped survived the war. The Union’s Winfield Scott Hancock was a close friend of Confederate Lewis Armistead; Hancock was wounded at Gettysburg, while Armistead was killed taking part in Pickett’s Charge. Ulysses Grant sent a child’s silver

tea service through the lines at Petersburg on hearing that his friend, Confederate Major General George Pickett, was a new father. George Custer was best man at Gimlet Lea’s wedding, both of them captains; Custer wore his blue Federal captain’s uniform, Lea (a paroled prisoner of war) wore Confederate gray.

Civility wasn’t universal. On Little Round Top during the Battle of Gettysburg, a Confederate officer shot at Joshua Chamberlain with one hand while he surrendered his sword to Chamberlain with the other. Officers, especially general officers, were headstrong and confident. This led to acrimonious, and sometimes violent, relationships. Stonewall Jackson argued strongly with two of his divisional commanders, D. H. Hill and A. P. Hill. Joe Hooker plotted the downfall of Ambrose Burnside, commander of the Army of the Potomac, but was in turn brought down by Henry Halleck. Braxton Bragg’s corps commanders despised him and openly complained about him to Jefferson Davis for over a year until Bragg (a favorite of Jefferson Davis) was finally, if belatedly, relieved of army command.

When arguments turned hot, occasionally one of the parties threatened a duel. Dueling had been outlawed well before the war, but it was still common in the South (Northern opinion considered it barbaric, adding to the animosity between the North and the South). Technically dueling was illegal in both armies during the war. Usually the mention of a duel was enough for a superior officer to step in and cool things down. That didn’t prevent every case. When Confederate Brigadier General John Marmaduke questioned the bravery of Major General Lucius Walker on September 6, 1863, the two men duelled with Colt Navy revolvers at 15 paces. Walker was mortally wounded and died the next day. The last American officer to die in a duel was Confederate Brigadier General James Dearing. During a cavalry skirmish by the Appomattox River, he fought a pistol duel with Union Brigadier General Theodore Read on April 5, 1865. Read died immediately; Dearing died of his wound the next day, and was the last Confederate general killed in the war.

At the start of the war some states allowed enlisted men to elect the officers in a company and a few states



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even extended this to regimental officers. Not surprisingly, this exercise in democracy was problematic. Popularity outweighed competence. Staunch disciplinarians, needed to send men into combat while under fire, were voted out in favor of men with lax attitudes. By the end of 1862 both sides did away with the practice and instituted boards of examination for officer candidates. This did not eliminate political appointments.

Competent officers earned the respect of their men, while incompetents earned their disdain. If a soldier struck an officer he would be arrested and court-martialled, but often insults and insubordination were simply ignored. When an officer was well liked, his men would willingly follow him anywhere. Success was the greatest factor in a general's likeability, but treatment of his men was also important. Robert E. Lee was mocked by his men in western Virginia in 1861, but after a string of strategic victories in 1862 his men grew to love him. "Granny Lee" became "Marse Robert." George McClel-

lan was held in high regard by most of the men of the Union's Army of the Potomac after rebuilding the army in the wake of Bull Run. This regard continued well after Lincoln relieved "Little Mac" of command.

## MARCHING ORDERS

Troops traveled long distances by ship and steamboat, or overland by train. While trains were used to transfer troops to the front line in a few battles, most traveling was done on foot. Some roads were of the hard-topped macadamized variety, but most were dirt trails that turned to mud in the rain and threw up choking dust in the sun. In deep mud or swamp armies created corduroy surfaces by felling trees and laying them in the road. Generals dictated which corps, divisions and brigades

## THE GIFT AT WAR

As explained in Chapter One, The Gift manifests at times of severe stress. The Gifted will experience no greater stress than combat.

The sudden remembrance of the suppressed portion of the Dream heralds The Gift's manifestation. As GM, you can use the Dream as an opportunity to bring Gifted PCs together. It only takes one PC to say "I had the weirdest dream last night" to start the dialog. Once they compare notes and realize that, except for the part at the end, they all had the same dream, their fates are connected. Characters that already have The Gift should recognize the significance of the other character's dream.

Most Gifts are suitable for appearing during combat. The appearance of the obvious candidates, those that are offensive or defensive in nature, are easy to roleplay: Aces, Block, Harm, Invisibility, Jinx, Hypercommand, etc. The "internalized" miracles may take a little more thought. Telepathy might show when a character is lying in wait for an expected attack. The character utters, "I wish I knew when those Yankees were going to attack!" and suddenly he's in the mind of the enemy colonel. The PC sees a cannonball arcing toward him. Hyperbrain kicks in and he realizes he immediately needs to

jump two feet to the left to avoid being hit. The PC lies in a shell hole, wounded and desperately thirsty. His Sidekick Gift manifests, and a soldier no one's seen before rushes over to him with a full canteen. If there's any question as to how a Gift might manifest, discuss it with the player during character creation.

You should time the emergence of The Gift for maximum dramatic effect. This shouldn't be hard, given the nature of combat. If The Gift manifests in more than one character during the same combat sequence, make sure each character has equal billing. The manifestation of The Gift should be a memorable moment for the character and the player.

The battle begins, the character's life is threatened, and The Gift emerges. It's easy for soldiers without The Gift to overlook subtle manifestations in the confusion of battle. It's the more blatant changes that will be noticed. Luckily, the fog of war is the GM's friend. Battle tends to focus the attention of the participants. An NPC spotting something strange isn't likely to be believed. Clouds of blue-gray smoke and forested terrain help hide the PCs' actions. The Gifted can play an important part in the battle's outcome, at least at a local level, without disclosing their Gifts.

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would take what roads when. The brigade commander doled out the order in which their regiments marched by merit (when the order wasn't dictated by a tactical decision). Marching first was an honor, because it meant the soldiers wouldn't be breathing the dust thrown up by regiments in front of them.

Soldiers marched in column on a road, usually in rows of two or four men across. A column of 1,000 men would stretch about 250 yards when marching in tight formation. A more comfortable "loose formation" march commonly used in long distances spread those 1,000 men over 500 to 750 yards. An infantry brigade could stretch out as much as six tenths of a mile, eight-tenths with baggage. A fully loaded infantry corps could form a snaking column 14 miles long with brief intervals between brigades and divisions.

A cavalry group, from brigade to corps size, preceded a large force. Next came the advance guard, a mixed arms force of infantry, cavalry and light horse artillery. The advance guard's job was to delay enemy forces they encountered while the larger force behind prepared for battle or withdrew. The main body came next, with infantry in front, then the artillery, headquarters staff, supply wagons, and any cattle the force might take along with them.

Moving an army in the 19th century was a logistical headache. Food alone required massive numbers of wagons. A corps of 20,000 men might require 500 to 1,000 wagons, more if they were operating further away from a railhead or supply depot.

Maps were crude and unreliable. Night marches were rare (except for armies trying to slip away from a nearby opponent) simply because it was too dark to adequately see where you were going.

Straggling was a constant problem. Disease, injury and a desire to avoid combat resulted in men falling out of formation and following after their comrades at their own pace. A corps usually posted a provost guard of infantry and cavalry at the rear of the column to pick up stragglers. Straggling was particularly bad on a "forced march," where the pace was greater than normal or the distance was particularly long.

Under good weather conditions, an army could

move 20 miles in a day and often much more than that. In 1862 under George McClellan, the Army of the Potomac rarely exceeded 15 miles per day, but then Little Mac never seemed to be in much of a hurry. By contrast, the following year during Lee's Pennsylvania campaign Hancock's Second Corps of the same army marched 30 miles in 18 hours. In the same campaign, Confederate General Richard Ewell drove his corps 52 miles in 50 hours. Even that pace didn't match Stonewall Jackson's maneuver around John Pope's army prior to Second Manassas, when Jackson marched his men 54 miles in 36 hours.

Cavalry traveled about as fast as infantry, around 30 miles per day. They could travel faster, but at a risk of killing the horses. Plus, a good deal of marching (on horseback and on foot) involved coordinating the motions of thousands of men over a limited road network in a way that minimized traffic jams.

At some point during the march, the army would likely encounter the opposing force. Meeting engagements like Gettysburg were rare. Even when both armies were shadowing one another, one of the forces would find defensible terrain on a strategically important route or terrain feature and wait for the other army to arrive.

It is easy for men to march quickly in long columns, but when a mass of men fired only the first two or three lines could see what they were doing well enough to shoot anything. A long column of troops had to form a line in order to fight. By the book (in this case Hardee's *Rifle and Light Infantry Tactics* and Casey's *Evolution of a Brigade and Corps d'Armee*), a division could change from road column to a fighting formation in half an hour. In reality it usually took 60 to 90 minutes, and another 30 minutes to redress the lines.

The standard fighting formation for a regiment was the line. The men in a regiment lined up shoulder to shoulder, in two lines (one behind the other, facing the same direction). The companies were placed in a specific order, based on the seniority of the company captains. The most experienced captains were on the flanks, while the third most experienced held the center with his company. In the center stood the color guard, which held

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the regimental flag and the state and/or national flags.

Regiments in line formation were positioned relative to each other based on the brigade's mission. The regiments would be in successive lines for an assault on a narrow front, or side by side for the defense of a wider front. A 1,500 man brigade might occupy a frontage of 500 yards.

Lines provided the maximum firepower, but lines were hard to coordinate while moving. In order to react quickly to the enemy, a regiment would be held in a column of companies. This was a hybrid formation with the companies formed up in lines, but with the companies one behind the other. This formation was slower than a road column, but it was faster than a regiment in a long line.

The number of formations and their variations, and the steps necessary to coordinate men such that they moved from one formation to another seamlessly under enemy fire, was the reason men drilled constantly prior to combat.

### SEEING THE ELEPHANT

A soldier's first taste of battle was called "seeing the elephant." This comes from the days of the traveling circus, where the big draw was to see the circus' elephants. "Seeing the elephant" became a catchphrase for "experiencing everything there is to see."

It was almost always the case that one force would sit in place on a piece of defensive terrain while the enemy approached with the intent of pushing them off the terrain. Opposing cavalry sometimes charged each other, but even with cavalry it was the exception rather than the rule.

In a cautious advance, the regiment would send out a company as skirmishers to warn the regiment of the presence of an enemy before the regiment was committed. The skirmishers spread out in front of the regiment in a deep, open formation where individual soldiers were hard to hit. Once the shooting started, the skirmishers retreated back into the regiment.

If the enemy was in a prepared and known posi-

tion, a far more potent advance was the bayonet charge. The regiment fixed bayonets and marched at the double quick toward the enemy. The idea was to scare the enemy into running away while quickly closing the gap. One of two things usually happened. Sometimes the enemy ran away, but more often the enemy fired a volley into the charging regiment, halting it in place and forcing it to fire back. Actual hand-to-hand melees were comparatively rare, which is why bayonet charges were common but bayonet wounds were almost unheard of.

The first volley from a regiment was usually its most devastating. It was usually the best aimed volley, all the guns fired at once with a sound reminiscent of a tearing sheet and there was, as of yet, no gun smoke. The initial volley had the greatest impact on the morale of the enemy. After the regiment fired, the men quickly reloaded while the enemy aimed and fired back.

Soon the space between the regiments filled with smoke. Gunpowder or "black powder" left a gray smoke cloud that would only dissipate in a strong breeze. It wasn't long before it was almost impossible for the two sides to see each other. Soldiers spoke of ducking down and firing from below the smoke cloud in order to see what they were firing at.

Gun smoke is a big reason for the relatively low casualty rate in Civil War battles. Soldiers usually carried between 40 and 60 rounds. It took between 40 and 120 minutes to fire those rounds. In that time, the number of casualties inflicted was typically between 0.005 and 0.008 per round fired. That's a lot of shooting for few casualties. Taking the lower of the two numbers, a 500-man regiment might inflict 100 casualties on the enemy. That sounds more deadly, especially when you look at The Seven Days Battles or the Overland Campaign where a series of major battles was fought over a short period of time.

While the above casualty rates were typical, there are many accounts of far worse inflicted in a short period of time. As but one extreme example, Colonel John W. Andrews' Union Brigade at Fredericksburg suffered 50% casualties within 15 minutes during the assault on Marye's Heights. The Army of the Potomac lost 7,000 men in 20 minutes at Cold Harbor. Such was the folly



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of attacking entrenched men over open terrain.

Artillery accounted for about 7% of the wounds during a battle. The reason the rate isn't higher is due to the primitive fuses used, and the difficulty in estimating ranges against an advancing enemy. Because cannons had a greater range than muskets, a soldier's helplessness in the face of artillery demoralized him beyond the weapon's actual ability to do physical harm.

The wounded and the dead fell where they stood. The walking wounded made their way to the rear to aid stations. Friends, who welcomed the respite from the firing line, carried their comrades to the rear. The wounded would claw at their clothes to find out where they were hit. If they were hit in the belly or chest, the wound was likely fatal.

### THE DEAD AND WOUNDED

The term "casualty" does not refer just to those who died in battle. A soldier was a casualty if he was killed, wounded, mortally wounded (a wound that caused the soldier to die days, even weeks, after the battle), or "missing in action." A soldier was missing if he didn't show up to roll call and no one knew what had happened to him. He could have been captured, or he could have run away, or he could have been so shredded by artillery that there was nothing left of him that was recognizable.

If the wound wasn't serious, the soldier was returned to his unit. A number of generals returned to their commands even after serious injury. The most famous example is Confederate Lieutenant General John Bell Hood. He lost the use of his left arm at Gettysburg, though it was not amputated. Two and a half months later he had his right leg amputated four inches below the hip after he was wounded at Chickamauga. Nevertheless, he returned to active service a second time and eventually commanded the Army of the Tennessee (though after the catastrophic Battle of Nashville in December, 1864, many Confederates wished he had bowed out of the war).

Civil War bullets traveled through the body slowly,

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transferring a high percentage of their energy into the target. Bullets (around half an inch wide) tumbled, creating horrible wounds. When they struck a bone they pulverized it.

There was little a surgeon could do for wounds to the chest or abdomen, as open surgery was a death sentence due to infection. Chest wounds called for the removal of broken rib bones and any foreign objects in the wound channel, and the ligation of damaged blood vessels. The mortality rate for chest wounds was 62%.

Abdominal wounds didn't have the ribs to protect the patient, who was usually in shock. Blood vessels were ligated and the wound sewn up. Death from peritonitis or bleeding occurred 87% of the time.

Head wounds were often superficial or disfiguring but not life threatening. If the skull was fractured and the brain penetrated by bone or a projectile, the scalp was opened and the material removed from the brain. This procedure had a 61% mortality rate.

About 70% of all wounds that weren't immediately fatal occurred to the limbs. If a bone was shattered, the limb was useless and infection likely. If a blood vessel was hit, the victim could bleed to death. Amputation was called for in the case of a compound fracture, a wound to a joint, the laceration of a major blood vessel, or severe damage to the muscular tissue of the limb. Amputations were fatal about 50% of the time, but this compared to a mortality rate of about 67% for soldiers who were left untreated. The sooner the amputation occurred, the less likely the wound would become infected.

While amputations are a well-known, grisly legacy of the war, the majority of limb wounds did not call for amputation. The Union recorded a total of just over 174,000 wounds to the extremities, divided almost evenly between the upper and lower extremities. Out of that total, less than 30,000 required amputation. The rest involved penetration of muscle tissue and simple fractures.

Contrary to popular belief, almost all battlefield operations were conducted with the use of anesthetic. The most common anesthetic was chloroform, which was poured onto a mask or cloth. Chloroform was tricky to use, easy to overdose, and often caused the patient to

vomit (resulting in choking). Ether was preferred, but its availability, particularly in the South, was limited.

Once unconscious the patient was tended to by a surgeon under anything but hygienic circumstances. Germ theory was in its infancy. Surgeons saw nothing wrong with getting his hands covered in one man's blood, and then probing another man's wound for a bullet without washing in between. If a soldier didn't die from shock or blood loss, infection was likely.

Hospitals were cleaner than field stations, but hardly what we would deem today as "sanitary." Post-operative treatments were crude. For instance, an artery might be tied off with suture to prevent bleeding. However, the artery had to be loosened to let blood flow to the wounded limb in order to stave off gangrene. Beside bacteria getting into the open wound, it was possible for the suture knot to slip, resulting in the patient bleeding to death.

One thing hospitals had going for them was the luxury of time. If a soldier made it to the hospital, he was probably in stable condition, which offered a wider range of surgical options. Surgeons were experimenting with advanced techniques, such as saving limbs through resections (removal of bone and tissue and reconnecting the blood vessels on either side of the wound). These techniques were still new, and it took a great deal of effort to convince field hospitals to consider whether or not resection was an option. The field hospitals tended to amputate first and ask questions later.

In spite of the level of care, less than 14% of casualties died from their wounds. Most wounds were superficial or non-life threatening.

Some 620,000 men died in the Civil War. Only about 200,000 died in battle (110,000 Union, 94,000 Confederates). Disease claimed 225,000 Union soldiers and 164,000 Confederates. The most common diseases were acute and chronic diarrhea, typhoid, dysentery, and malaria, though a significant percentage of the soldier population also suffered from typhus and various venereal diseases. About 24,000 Northerners and an unknown number of Southerners died of accidents, suicide, and other causes.

Casualties in a volunteer regiment usually consisted

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of men from the same town, county, or part of a city. Brothers, cousins, and sometimes fathers and sons often joined the same regiment. A nasty fight could wipe out a generation of men from entire families. Many small towns found their adult male population decimated after a major battle.

After a hard-fought battle, white flags went up and both sides ceased firing while they buried their dead. The wealthy and prominent dead were shipped home for burial. Traveling embalming facilities followed the major armies offering their services for a fee. The vast majority of the dead, though, were buried on the field on which they fell, mostly in mass graves. Some burial trenches were so shallow, like those at Bull Run, that soldiers crossing the same ground a year later commented on exposed bones sticking out of the ground. Even before the war ended, the Union began re-interring their dead in national cemeteries (Confederate dead were left in mass graves). While an effort was made to bury deceased soldiers, the corpses of horses and mules (as many as 5,000 of these animals died at Gettysburg) were left to rot.

Days to months afterward, the battlefield was haunted by loved ones searching (mostly in vain) for their beloved dead, to take him home for a proper Christian burial. Soldiers sometimes pinned a piece of paper inside their coat with their name on it, and enterprising sutlers sold metal disks with the soldier's name engraved on them, but there were no government-issued dog tags to identify the fallen. By the turn of the 21st century more than half the Civil War dead remained unidentified.

## PRISONERS OF WAR

Most men tried hard to avoid capture. Surrender implied a lack of courage. Besides, there was danger in surrender, as men with "their blood up" don't easily dial down the hostility. Men often risked, and lost, their lives while refusing to surrender. Major General James McPherson was shot and killed while trying to avoid being captured by Confederate skirmishers.

"Fighting under the black flag" was a state where soldiers did not ask for nor give any quarter. This brutal type of warfare was common when African American units and their white officers met Confederate units. What actually happened at Fort Pillow on April 12, 1864 is disputed, but it is widely believed that Confederates shot down African-Americans after they surrendered. This was an all-too-common practice, which resulted in Colored regiments reciprocating.

Neither side was prepared for the number of prisoners captured in the war. Prisoners were marched to makeshift camps or prisons, where they waited out the war, or were paroled, or were exchanged for other prisoners.

Paroled soldiers signed papers promising not to take an active part in the war until they were formally exchanged. A complex system of equivalencies was set up, where, for example, one general was worth 30 privates, or two privates were worth one corporal. Soldiers were supposed to be paroled within 10 days of capture, but sometimes soldiers were stripped of their weapons and paroled right away, just because it was more expedient to parole the prisoners than to find a way to send them to a prison camp.

Parolees might hang around camp waiting for word of an exchange, or they might head home to wait. As the war progressed, the mountain of paperwork grew, and the process started to break down. Some men were lost entirely as their papers disappeared in a sea of bureaucracy. Parolees were used to fill non-combat positions or, in the case of the Union, to fight Indians. This angered parolees as the terms of their parole prevented them from serving in a manner that would free up another man to fight. Parolees became incensed when the Union began setting up detention camps to hold them until they were exchanged.

The parole system broke down entirely when Confederate President Jefferson Davis declared that black soldiers and their white officers were not to be treated as prisoners. Blacks would be enslaved. White officers would be tried under state laws for inciting a Negro revolt, subjecting them to the death penalty. In response, Henry Halleck ordered Union troops to stop paroling prisoners on May 25, 1863, though the practice



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would still continue, albeit less frequently, for another year. This was a blow to the South, as manpower shortages meant the Confederacy was growing increasingly dependent on parolees.

Without paroles Southern prison camps filled beyond capacity and beyond the ability to properly care for the prisoners. There was no concerted decision to mistreat the prisoners, it just happened. Soldiers died of disease and malnutrition in droves. The most infamous camp was Andersonville, Georgia, which opened in February 1864. Food was often in short supply. Bacteria from improperly placed sewage pits contaminated the water. Men were shot for crossing a “deadline,” and camp bullies prowled the weak. About 45,000 prisoners spent time at Andersonville; 12,913 died. Northern prison camps like Elmira, New York (“Hellmira”) matched Andersonville’s horrendous conditions. In the North these conditions were the result of a conscious decision to avenge Yankees suffering in Southern prisons.

Not all the missing were dead or captured. Both sides struggled with desertion. “Casual desertion” was particularly common among Confederates. More than a few Rebels saw nothing wrong with walking home for a short visit with family after a battle. Shirking from duty became a bigger problem as enlistment terms increased and the horror of campaigning made itself known. Desertions increased dramatically in the South as the war ground to a close. After the fall of Atlanta, Lincoln’s re-election, and Hood’s defeat in Tennessee even the most ardent secessionist realized that it was only a matter of time before the Confederacy collapsed. By the end of the war, one in ten Federals and one in seven Confederates had deserted.

## CRIME AND PUNISHMENT

Congress disallowed flogging as an army punishment in 1812, but reinstated it for desertion in 1833. It was finally abolished in the army in 1861. (The navy abolished flogging in 1850.) During the war the penalty for desertion varied from prison time to death. Other



capital offenses included murder, treason, rape, striking an officer, and sleeping on sentry duty. Executions were usually carried out by firing squad, though a few con-

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demned were hanged. Confederate records are unclear or missing, but in the North 267 men were executed during the war, half for desertion. Confederate numbers are probably similar. Most death sentences were commuted. In a five-month period in 1863, 80 Federals were sentenced to death but only 21 were executed.

Serious offenses were tried by a court-martial at the brigade, division, or higher level. The guilty were punished by imprisonment, hard labor, forfeiture of pay, dishonorable discharge, or death. Charges of threatening an officer, absence without leave, and theft came before a regimental board of three officers. Punishments included hard labor, reduced pay, reduced rations, or corporal punishments like being hanged by the thumbs with the prisoner's toes barely touching the ground, or being forced to straddle a suspended log for hours at a time.

Minor offenses (drunkenness, insubordination, neglect of equipment, petty theft, and missing roll call) were handled at the company level. The guilty were given unpleasant duties, forced to carry a log or sacks of rocks for several hours, or confined to a guardhouse.

### **MUSTERING IN, MUSTERING OUT**

Northern enlistment periods were anywhere from 90 days to three years. In the South, the first enlistment term was for one year, but Confederates were later forced to serve until the end of the war.

Union troops too wounded to fight with regular line infantry, but still capable of serving, were put in the Invalid Corps, later called the Veteran Reserve Corps. Men who could handle a gun and could do light marches were put on guard duty. The rest acted as cooks and nurses in hospitals.

For most of the war the Union had no formal system for replacing regimental losses. New recruits usually joined new regiments. It was up to the colonel of an existing regiment to see to his own replacements, which he might do by sending a convalescing officer back home to do some recruiting of his own. Existing regiments usually had to compete with recruiters from new

regiments. By the spring of 1864, the Union command began placing replacements within existing regiments, a practice the Confederates had been following since the start of the war.

If a soldier survived combat, disease, and mishap, he was eventually mustered out when his enlistment term ended (or the war itself ended). This caused trouble with the Union's Army of the Potomac when a quarter of the army was eligible to leave the army from May to July 1863. Nevertheless, the government lived up to the terms of enlistment and let the men leave. The Confederacy didn't have that manpower luxury.

At war's end, the Confederate armies disbanded and Union volunteers returned home. In the Union, the process of leaving the army involved some bureaucratic paperwork and the return of government issued equipment. Confederate armies simply faded away. After the surrender of the armies under Robert E. Lee, Joseph E. Johnston, and Edmund Kirby Smith the Rebels marched before their Yankee counterparts, stacked their arms, and handed over their battle flags. Soon afterward, Southern soldiers started making the long trip home, singly and in small groups. The war was over, but the hardships were not.

### **IRREGULAR WARFARE**

While amateur historians tend to focus on the major battles, irregular warfare (partisans, guerillas and spies) was an important and eventful component of the American Civil War. It was also the war at its most brutal.

### **GUERRILLAS AND PARTISANS, BUSHWHACKERS AND BRIGANDS**

The Confederacy, outnumbered with a huge border, resorted to irregular warfare throughout the Upper South. These forces were intended to augment the regular Confederate armies by slowing down Union advances

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(as they did during the Union's invasion of northern Arkansas in 1862) or raiding behind enemy lines.

Partisan and guerilla forces were most often mounted, as horses gave troops the greatest mobility. Much of what they did resembled regular cavalry operations; cutting telegraph lines, destroying railroad bridges, and burning supply depots. What set them apart from cavalry was the degree to which they relied on the Confederate military infrastructure, and their adherence to the military code of conduct.

Partisans were conventional cavalry troops given unconventional missions. They used stealth and ambush tactics to attack Union armies from the rear, or to wreck the Union armies' supply lines. An example of a partisan force is Lieutenant Colonel John S. Mosby's 43rd Virginia Cavalry Battalion, which operated in northern Virginia pretty much on its own for the last two years of the war.

Guerillas were civilians who fought the enemy through irregular tactics (ambushes, raids, etc.). Guerillas didn't fight in the open if they could avoid it. They pretended to be civilians, and thus received the protection accorded civilians, until they attacked. To regular troops they were little better than spies and saboteurs. Guerillas could expect to be roughly treated if caught, up to and including summary execution.

"Guerilla" applied to a wide range of units. In 1862 Confederate Major General Thomas C. Hindman called on Arkansas' citizens to form "independent companies" of 10 men, electing "a captain, 1 sergeant, 1 corporal and will at once commence operations against the enemy without waiting for special instructions. Their duty will be to cut off Federal pickets, scouts, foraging parties, and trains, and to kill pilots and others on gunboats and transports. . . ." Elsewhere in the state, which was under martial law, they would act as the police force. Union authorities considered these "bands of 10" (one such band was actually over 300 strong) to be guerillas and were to be treated as such, but in a letter to the Union government Hindman stated that he considered them to be Confederate troops even though they lacked discipline, both on the battlefield and off.

Further down the scale of legitimacy were the

bushwhackers, who conducted a war of terror on the local populace. The differences between a guerilla and a bushwhacker were often slight, the chief difference being that bushwhackers formed without any call from a civil authority. They were vigilantes who took the war into their own hands. They stole and murdered for their cause, most often targeting civilians sympathetic with the other side. The most famous bushwhackers were William Quantrill's and Bloody Bill Anderson's men in Missouri, but bushwhackers terrorized northern Arkansas as well as east Tennessee, and the term itself came from western Virginia in 1861. The Union equivalent to the bushwhackers were the jayhawkers of Kansas. "Jayhawker" was also applied to Union bushwhackers and foragers throughout the South.

At the bottom of the scale were the brigands. These were nothing more than outlaws who used the war to legitimize their illegal activity. Brigands operated out of self-interest and were equally despised by all sides.

Confederate partisans were usually treated as enemy combatants when captured, but not always. A lot depended on the mood of the commanding officer who captured them. Guerillas and bushwhackers were treated with less respect. If captured, they were often hanged. To stop guerilla attacks, Union troops were sent on reprisal raids in the area frequented by the guerillas. Barns and homes were burned, and citizens were arrested on trumped up charges. The idea was to punish civilians for joining or supporting the guerillas. Sometimes it worked; sometimes it alienated the local population. The Union often used their own irregular units in a counter-guerilla role.

## MILITARY INTELLIGENCE AND ESPIONAGE

Union army commanders were responsible for gathering their own intelligence data and each general was responsible for setting up his own network of spies and scouts. The War Department was responsible for counter intelligence and for running spies in Confederate cities. Developing codes and ciphers was largely left up to the



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Signal Corps. Abroad, spying was conducted through the U.S. Consulate, which often employed local detectives.

An army's intelligence network was only as good as its spymaster. Major General William T. Sherman did most of his own intelligence work and he was often better at it than his subordinates. The Union's most famous spymaster was Allan J. Pinkerton, the well-known detective. McClellan used him as his chief of intelligence. Pinkerton was a something of a mixed blessing. While successful in weeding out spies in Washington, he was a complete failure at gathering military intelligence. His estimates of troop strengths were wildly inflated. At one point he claimed the Army of Northern Virginia had 180,000 men when its actual strength was closer to 50,000. After Lincoln sacked McClellan, Pinkerton went back to his detective agency in Chicago, tracking down embezzlers and ferreting out people cheating on federal contracts.

There was little coordination between armies and a lot of infighting. Brigadier General Grenville Dodge, head of Ulysses Grant's spy network in the west, convinced one of Union Major General William Rosecrans' spies to leave Rosecrans and work for Grant.

Joe Hooker developed the Bureau of Military Information (BMI) within the Army of the Potomac. This intelligence apparatus, commanded by Colonel George H. Sharpe, was far superior to Pinkerton's. Intelligence was gathered from spies, signal interceptions, newspapers, and hydrogen balloon observations. More importantly, the information was crosschecked and analyzed. During the spring of 1863 Hooker's knowledge of Robert E. Lee's army was almost as good as Lee's.

The BMI helped Hooker get the jump on Robert E. Lee at the beginning of the Chancellorsville campaign, but Hooker still lost the battle. Garbled telegraph messages contributed to Hooker's defeat. General George Meade, Hooker's successor, disliked Sharpe and threatened to do away with the BMI in 1864. Ulysses Grant, now Lieutenant General and Meade's superior, overruled him. The BMI continued to supply the Army of the Potomac with intelligence until the end of the war. Like the Union, Confederate army generals were left to their own devices when it came to gathering military intelligence.



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As each Southern state seceded, many Southern officers in the Union army resigned their commissions. Because Abraham Lincoln declared that Southern secession was an insurrection and not a war, Northern authorities could not arrest Southern officers. It was legal for them to resign their commission and it was legal for them to move back to their home state. They were still Americans, not enemy foreign nationals.

These officers moved freely around Washington before they headed to their home state and entry into one of the newly formed Confederate armies. They brought with them experience and information gained from their previous position in the United States army. They had accurate information as to the number of troops arriving in Washington, and the number of regiments being formed. They knew the location of supplies and important facilities. Many of the Union's pre-war secrets were known to key Confederates. Confederate President Jefferson Davis had been Secretary of War under Franklin Pierce and Confederate General John Breckinridge had been James Buchanan's Vice President.

Confederate spy networks sprouted up in and around Washington. Confederate Virginia sat beside the federal capitol. Marylanders, technically loyal to the Union, held strong Southern sympathies, particularly in the eastern and southern parts of the state. One of the first spy networks was set up by Captain Thomas Jordan, a Virginian who had worked as an assistant quartermaster on the staff of the War Department. He recruited Rose Greenhow, an attractive widow with political connections, as a spy. Greenhow's ring informed Confederate General P.G.T. Beauregard of the exact day the Union Army of Virginia left Washington on the way toward Beauregard's army at Manassas. Greenhow's information allowed Joe Johnston's men to safely pull out of the Shenandoah Valley and reinforce Beauregard prior to the First Battle of Bull Run/Manassas.

Rebel spy rings sprouted up all over the world, followed quickly by Yankee agents. When the C.S.S. *Alabama*, a Confederate raider, pulled into port in Australia for much-needed maintenance, it was quickly discovered by Union detectives who succeeded in having the ship ejected from the port. The easiest path to

independence was the recognition by London and Paris of the Confederacy as a legitimate nation. The Confederacy also needed ships, which it was building secretly in Britain and France. Southern agents purchased ships through foreign shell companies and outfitted them in





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international waters. The Yankee detectives produced evidence of what the Rebels were really doing, forcing Britain to confiscate the vessels.

A Confederate spy ring operated in Canada in early 1864. Sympathy for the war was split in Canada, which was a British colony at the time. Many Canadians feared Union expansion and supported the Confederacy. Many others abhorred slavery or didn't want Canada dragged into the American war, and thus supported the bordering Union states. As a result, the ring (operating out of Toronto and Montreal) had to constantly watch over its shoulders for Northern detectives and the Canadian authorities. The Confederates in Canada succeeded in sending important military information south to Richmond using Canadians paid by the Confederacy and Confederates who could pass for Canadians. Canada also acted as a gateway for Rebel spies in Britain.

Rebel spies planned several large missions, none of which was particularly successful. They attempted to capture a ship on Lake Erie in order to free Confederate prisoners held on Johnson Island off the coast of Ohio. The plan was foiled when a turncoat warned the Yankees. A plot to burn down New York

resulted in a smattering of fires but not much else. The Canadian police arrested a Confederate spy making bombs in Toronto. The last big Rebel spy mission was a raid on St. Albans, Vermont from Montreal. The raid turned into little more than a bank robbery, with one Vermonter killed and three wounded. All of the participants were captured or surrendered to the Canadians. Most escaped custody in the middle of legal arguments as to whether the raiders had broken Canadian neutrality. By early 1865 the spy ring was shut down.

Scouts were often misidentified as spies. Technically, a scout was a soldier given the task of gathering information about the enemy's army. Being a scout was more dangerous than being a regular cavalryman, but it was far less boring. Scouts were given a lot of freedom, which suited those who found military life too constricting. They operated alone or in small groups. They would often try to slip into an enemy camp in order to learn something of the army's objectives, the size of the force, the men's morale, and their supply status. A scout would pose as a civilian or a fellow soldier and talk to the troops, and then slip back through the picket lines.

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### LOWE'S BALLOONS

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The use of aerial observation was one of many innovations pioneered during the Civil War. Thaddeus Lowe made them practical for an army by inventing a gas generator that could be used in the field. The generator was a tank filled with water and iron filings. When doused with sulfuric acid, hydrogen was released. It took a crew of 30 to 50 men to operate and maintain the equipment, which included three balloons. All the equipment was carried on wagons and could move with the army. Lowe even outfitted a steamboat for launching balloons on the James River.

It took about three hours to inflate Lowe's largest balloon, the *Intrepid*, to its full size of 38 feet wide by 45 feet high. The crew let out the tethering ropes as the balloon and its occupants rose to a preferred height of 300 feet. From here, the observers could see 15 miles around. Dawn flights were best because the air was usually clear. Lowe often went in the balloons himself,

but he wasn't a trained military man. Army engineers went up with him or alone, to draw sketches of their observations and to write messages. Eventually the observers were linked by telegraph directly to headquarters.

To his credit, McClellan was an enthusiastic supporter of the balloons. They had their limitations, as they could not rise in bad weather and fog limited what they could see, but their observations were useful. Other officers distrusted the information, favoring "tried and true" methods, even though the balloons proved their worth several times. After the Battle of Chancellorsville, the balloons fell into disuse.

The Confederates had more respect for these aerial spies. As one Confederate general wrote, "Even if the observer never saw anything, his balloons would have been worth all they cost, trying to keep our movements out of sight."



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Since they needed to sneak around in woods, scouts often wore civilian hunting clothes instead of a blue or gray uniform. As they were out of uniform, if caught, he (or sometimes she) could expect the same treatment as a spy; the scout would be brought before a military court and, if found guilty of spying, hanged. A scout might wear a uniform tunic underneath his civilian garb, but that usually didn't protect a captured scout from the hangman's noose.

Scouts had to travel great distances quickly, so they usually came from the cavalry. The Union's 1st Tennessee Cavalry was a regiment consisting of nothing but scouts, most of them Tennessee mountain men with Union sympathies. A scout's equipment would be the same as a regular cavalryman, though if they could get hold of one, they would carry binoculars or a telescope.

Not all scouts were formal soldiers. Some were civilians who offered their services to the army. Confederate Lieutenant General James Longstreet made use of a scout named Harrison, who supplied important reconnaissance information to Robert E. Lee during the Gettysburg campaign.

### **SIGNALS AND CODES**

Couriers were the preferred method of communication between battlefield officers, but couriers were slower than the other communication methods, they could get lost, and there was always the possibility that a courier may be captured or killed.

Signal stations on high points of terrain allowed faster communication over long distances. Stations communicated through a system of flags (at night, lanterns) known as semaphore or wigwag. Major Albert J. Myer created the wigwag system in 1850. Each letter of the alphabet was equated to a movement of the flag, in something akin to Morse code. Signal flags were often easy to spot. If messages were not encoded, both sides could easily read each other's messages.

Telegraph lines were faster than signal stations and could cover greater distances. They were also more difficult to set up and easier to break. Much of the Northern telegraph network, and almost all of the Southern network, consisted of the civilian telegraph system. Any

telegraph operator could be a spy. To tap a telegraph wire all someone had to do was climb a pole and hook up the tapping equipment, after which the operator could pick up all telegraph traffic on the line. Cutting a telegraph line was a simple matter of chopping down a couple of poles and physically cutting the electric wire.

The Confederates made use of a 400-year-old European code system known as the "court" cipher. The cipher was hard to break but cumbersome to use. Each letter in the message had to be coded separately by hand. As each "word" in the coded message was gibberish, telegraph transmission problems could leave a coded message hopelessly garbled.

The Union was much more successful with its codes. Major Myer, the inventor of wigwag and the head of the U.S. Army's Signal Corps, created a device in 1863 called "Myer's disk" that allowed quick enciphering of signal flag messages. The disks were not as widely used as they could have been because of a fear that they would fall into enemy hands, but the code was never broken by the Confederacy.

### **CIVILIAN INTELLIGENCE SOURCES**

Civilians readily supplied information about enemy troop movements and strength to friendly armies. Civilians could be informative, but a smart commander learned to take these reports with a grain of salt.

Useful civilian reports were fairly rare for Union armies operating in Southern states. When Southerners did tell Union soldiers anything, it was often false information planted by the Rebels. Civilians were far more useful in the Border States where loyal Unionists were greater in number. Unionists were found in every Southern state but they often kept their sympathies hidden until they were "liberated" by a Union army.

African-Americans were overwhelmingly pro-Union. Whether or not a white Union officer would take an ex-slave's information seriously was another matter. Slave-supplied intelligence was of sufficient magnitude that Confederate Major General Patrick

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Cleburne wrote, “All along the lines slavery is comparatively valueless to us for labor, but of great and increasing worth to the enemy for information. It is an omnipresent spy system, pointing out our valuable men to the enemy, revealing our positions, purposes, and resources. . . .”

The South had an advantage when it came to reports from white non-combatants. As most of the war was fought on Confederate soil, white Southerners willingly gave information to Confederate generals. Civilians were pressed into service as local guides. During the Chancellorsville campaign, it was a local man by the name of Charles Wellford who showed Stonewall Jackson the route to take to hit the Union right flank.

The antebellum United States boasted freedom of speech. An important part of this was freedom of the press. Unfortunately, the press of the 1860s was often as irresponsible as it was free. Newspaper reporters traveled with the armies, reporting back to the public on the conduct of the war. The newspapers, eager to feed a public hungry for war news, saw nothing wrong with reporting everything and anything they learned. They readily wrote about the location, state of preparation, and morale of troops.

If a reporter didn’t know something, he made it up. Not all newspapermen were this casual with facts, but modern concepts of journalistic integrity did not exist. Joe Hooker once said to a military historian that newspaper correspondents “were the authors of more mischief in an Army than I can represent to you.” William T. Sherman said, “I hate newspapermen. They come into camp and pick up their camp rumors and print them as facts. I regard them as spies, which in truth they are. If I killed them all there would be news from Hell before breakfast.”

Regardless of their contempt for journalists, generals were not above using the press to further their own political ends. A general was quick to trumpet the news of a victory to any correspondent within earshot. After a defeat, he was just as quick to use the newspapers to plead his case. Major General Dan Sickles, a politician turned general, endangered the entire Union line at Gettysburg. While recovering from a wound that cost him a leg, he talked to New York reporters, blaming

others for his mistake. As a result, the performance of George Meade, the commander of the Army of the Potomac, was forever tainted by Sickles’ view of events.

The northern papers were not the only ones to leak military secrets to the enemy. Cavalry General J. E. B. Stuart once told a Confederate senator the names of two spies for the Confederacy, only to see those names show up in a Richmond newspaper.

For the most part the Rebels gained more from Northern papers than the Yankees gained from the Southern papers. Robert E. Lee was an avid reader of Northern newspapers, gleaned much useful information from the press. Prior to the Chancellorsville campaign in 1863, Hooker banned the exchange of newspapers between his army and the Army of Northern Virginia whenever a truce was conducted. Nevertheless, exchanges still happened on the sly. Newspapers were a valuable source of intelligence for both sides throughout the war.

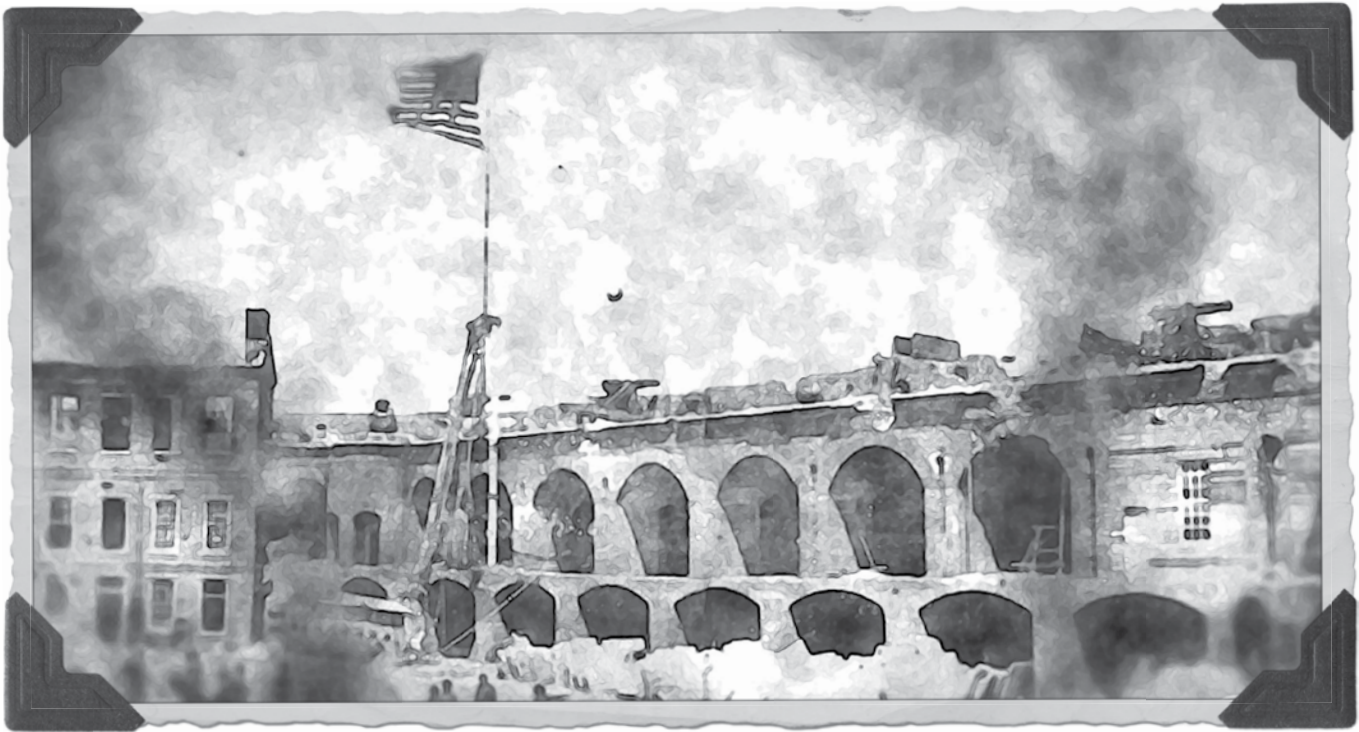
### SHIP SHAPE

When the war began, the Union navy consisted of 7,600 sailors and 1,550 officers working six steam-driven screw (propeller-driven) frigates, five steam sloops, 20 sailing vessels and several gunboats. All of these ships were wooden. Because the administration of James Buchanan—Lincoln’s predecessor—was almost bankrupt, only one of the steam frigates was operational. Several other ships were in the dry dock in Norfolk, Virginia.

In order to blockade Southern ports, the Union was required by international law to demonstrate that the blockade was effective. In 1861 the navy began a program to build more wooden ships: 14 screw corvettes, 23 screw gunboats, and 12 side-wheeled gunboats.

There is a misconception that the USS *Monitor* and the CSS *Virginia* were the world’s first ironclads (wooden ships clad in iron armor, or ships made from iron hulls). In fact, the U.S. was late to the armored ship game; in 1861 France had six ironclad ships, and Britain had four. The Union sought to rectify that by ordering the construction of three sea-going ironclads; the *New Ironsides*, the *Galena*, and the first of the turreted ironclads, the *Monitor*. In 1862

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a much larger ironclad program called for a total of 29 ships, of which three were commissioned in 1862, eight in 1863, eight in 1864, and four in 1865. The rest were built after the war or cancelled.

The most important strategic geographical feature of the North American continent was the Mississippi River system and its tributaries. All of these rivers could support armored gunboats, as could several important eastern rivers, such as the Potomac and the James. While new armored gunboats were being built, the U.S. navy purchased three riverboats, modified them, and added five-inch-thick oak to protect the crews from small arms fire. These were the first of the timberclads; the *Lexington*, *Tyler*, and *Conestoga*. The *Tyler* fired the first naval shot in anger on August 21, 1861. The *Lexington* and *Tyler* gave covering fire to Union troops at the Battle of Shiloh.

The Union produced 19 river ironclads in 12 different classes. Four of these were riverboats converted into ironclads, and one was an incomplete Confederate ironclad captured at Cerro Gordo, Tennessee. Two river ironclads were commissioned in 1861, seven in January 1862, two more later that year, seven in 1863, and one in early 1864.

The hundreds of miles of the Mississippi system and the eastern rivers was too much for 19 gunboats to patrol. In order to cover the distance the navy built or bought more than 80 river craft. Eight were armed rams, armed boats reinforced specifically to sink enemy vessels by ramming them. The rest were tinclads; riverboats (mostly sternwheelers) with thin metal sheeting applied as protection against small arms fire.

Like so many other government agencies, the Confederacy had to build a navy from scratch. The Confederate Navy concentrated its meager resources on river defense boats and unarmored commerce raiders rather than on seagoing ships of the line.

The Confederacy was hampered by its limited iron-work capacity, particularly when it came to maritime engines, so it looked abroad for their commerce raiders. As a neutral country, British shipbuilders couldn't build ships for foreign countries without their government's consent, so the Confederates sent agents to Britain to purchase ships through shell companies. In response, the Union sent agents to Britain to ferret out these transactions and bring them to the attention of Her Majesty's government. The Union was successful; the Confederacy purchased only five raiders from Britain (with three others purchased in North America).



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The British-built raiders went out to sea as a merchant vessel under the British ensign and with a skeleton crew. They sailed to a pre-designated location in international waters where they met a supply ship. A full crew was moved to the raider, supplies and weapons were loaded, title to the ship was transferred to the Confederacy, and the ship was commissioned into the Confederate Navy. The Southern raiders were very successful, given their small numbers. The CSS *Sumter* captured 18 ships, the CSS *Georgia* took nine, the CSS *Florida* captured 37, and two of her tenders captured 27 more. The CSS *Tallahassee* captured 33 prizes on her first cruise and six on her second cruise (under the name *Olustee*). The CSS *Shenandoah* took 38 prizes, more than half after Lee's surrender at Appomattox.

The most successful raider, the CSS *Alabama*, took 69 prizes and sank the gunboat USS *Hatteras* before she was sunk by the USS *Kearsarge*. The Union had protested the handing over of the *Alabama* when she first launched. The ship was so successful that it became an embarrassment to Britain, forcing the Royal Navy to purchase two ironclads clandestinely bound for the Confederacy so that the Confederates wouldn't get them. After the war, the U.S. brought Britain before an international tribunal to pay for the *Alabama's* damages, asking Britain for \$2 billion or her Canadian territories. The "Alabama Claims" were found in favour of the U.S. in 1871, but instead of receiving Canada (which by that point was a sovereign nation) the U.S. was awarded \$15,500,000.

The first Confederate ironclad was the CSS *Virginia*. It had a wooden "casement" clad in iron built on the hull of the frigate USS *Merrimac*. The *Virginia* sailed into Hampton Roads, the mouth of the Chesapeake and James Rivers in Virginia, on March 9, 1862. The ship was slow, hard to maneuver and had a deep draft. Regardless, it sank one wooden ship, blew up another and damaged a third. The next day, the turreted ironclad USS *Monitor* engaged her. The *Monitor* cracked the *Virginia's* armor while the *Virginia* only dented her foe. The *Virginia* headed back to port. The battle was a tactical draw, but a strategic Union victory as the blockade remained. Wooden fleets were demonstrably obsolete.

In the wake of Hampton Roads, the Confederacy embarked on an ambitious ironclad program designed to engage the Union on the eastern and western rivers, and in the blockaded harbors. Fifty ironclad hulls were laid down based roughly on the *Virginia's* design, but only 22 ships were commissioned (the uncompleted CSS *Louisiana* also saw action).

As in the Union, the Confederacy needed more boats to patrol the rivers. The Confederate Navy had 20 wooden gunboats. Instead of timberclads and tinclads, the Southern navy attached bails of cotton to the superstructure of fifteen riverboats, creating cottonclads. Half the cottonclads were rams and half were gunboats.

The Confederacy experimented with two unconventional craft. The CSS *David* was a cigar-shaped boat with a spar torpedo (an explosive on a long pole). The *David* damaged the USS *New Ironsides* with the torpedo on October 5, 1863. The *H. L. Hunley* (which was actually run by the Confederate army) was an early submarine that also utilized a spar torpedo. The *Hunley* was originally designed to attack underwater, but after it sank twice during trials (including once with its inventor Horace Hunley aboard) General P.G.T. Beauregard ordered that it stay on the surface to attack, ramming the downward pointing spar into its target like the *David*. On February 17, 1864 the *Hunley* sank the USS *Housatonic*, making it the first submarine in history to sink a vessel. The *Hunley* probably survived the attack, but evidence suggests it was damaged and sank after it submerged for the final run home. Both the Confederacy and the Union experimented with spar torpedoes, but no other ships were sunk using them (though the Union had some success using spar torpedoes to clear debris).

All but a handful of the Confederacy's wooden boats and cottonclads on the Mississippi were captured or destroyed by June 1862. Her ironclads fared better, with a dozen surviving until 1865. The Union lost about a dozen ironclads, 18 river gunboats (timberclads and tinclads), and 18 ocean-going wooden ships and gunboats by the end of the war.

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### ALL HANDS ON DECK

The U.S. Navy ended the war with 51,500 sailors, compared to 2.2 million men who joined the army. The navy was unpopular for several reasons. The public perception of sailors was that they were crude, drunk, immoral and godless. Serving under a ship's master was seen as demeaning in a way that serving in the army was not. The attention of the public was focused on the land war, with its (erroneous) opportunities for personal heroism. By contrast, joining the navy was seen as a cushy job and a coward's way out of serving the nation. There was no local or civic connection to the navy; the navy was a federal institution. There was no incentive for local leaders to recruit sailors. If a prominent citizen recruited soldiers, he was given a commission in the army; not so with the navy. In spite of a manpower shortage, the Union navy didn't offer bounties until late in the war.

The Confederate Navy operated under the same stigma, but with the added problem of a lack of vessels. While the Union Navy expanded quickly, guaranteeing prospects for rapid promotion, the same was not true of the Confederate Navy. A quarter of the Union's naval officers defected to the South, only to find they had gone from serving on major seafaring ships to commanding river steamers or fortifications. Some officers were miffed that seniority in the United States Navy held no sway in the Confederate Navy, where commissions were doled out based on merit.

The men who chose the navy were a different breed from those who joined the army. Half the men in the army came from the country, while 97% of sailors came from cities, primarily those along the eastern coast. Forty-five percent were foreign born, compared to 25% in the army. Sixty-one percent were working class, and while 3% of the men who joined the army said they were unemployed, the number of unemployed in the navy was 33%.

The naval recruiting office was known as a rendezvous. Rendezvous were set up in every major city, North and South. Northern rendezvous were notorious for their unethical recruitment methods. Three out of six in

New York City were at the back of saloons. Once the potential recruit was drunk enough, he was forced to sign up and then carted off to the nearest ship. Recruiters didn't particularly care if the recruit was American. Canadian authorities complained of recruiters in Niagara Falls, New York illegally taking their citizens along with Americans. When recruiters weren't meeting the demand through intoxication, they resorted to bashing a man over the head in the fine tradition of "shanghaiing." In addition to these methods, Confederate recruiters offered a \$50 bounty.

Black sailors had served in the navy for several decades before the war. In 1839 the number of free blacks attempting to join the navy was so high that Congress limited the percentage of black enlistment to 5%. Ships, with their cramped quarters, were largely desegregated. There was no equality; blacks were of the lowest ranks and did the majority of the dirty jobs. There was discrimination, to be sure, but at the same time the navy was the one part of American society where blacks and whites worked together, lived together and ate together in close proximity.

African Americans were accepted in the navy largely due to the fact that society looked down their proverbial noses at sailors. In this era the captain of a vessel was a master in almost exactly the same manner as a slave owner on a plantation. His word was law and as he could do pretty much whatever he pleased to the men beneath him.

Like its Northern counterpart, the Confederate Navy allowed free blacks to serve on their vessels. As in the Union Navy, blacks were given the dirtiest, riskiest jobs, such as coal heaver and steward, although sometimes they were used as local pilots.

Those who joined the navy to avoid the army soon learned that life of a sailor was not easy. There was no marching and sailors lived within the shelter of the ship, but it was still physically demanding. There were daily, monotonous shipboard routines, and there were drills. Most of a sailor's work was done on deck, where he was exposed to the elements. The exception was service on board an ironclad, which often didn't have much of a deck. Ironclads were enclosed and exceptionally hot,

an unbearable combination during the summer on the Mississippi River. There was no privacy and little chance of a furlough. Sailors were promised a percentage of any prizes captured (though they usually didn't get it), and at least they received their daily ration of grog (watered down whiskey); alcohol was banned in the army. A sailor's pay was higher than a soldier's, too, at around \$20 to \$30 a month compared to \$13 for a soldier.

What naval combat lost in frequency it gained in ferocity. Few sailors were hurt with small arms fire. Instead, most of their wounds came from artillery. The wounds suffered by sailors were horrendous. Men had arms and legs blown off. Decapitation was common. Shrapnel hit with enough force to cut men in half. Sailors lived in dread of a boiler explosion or puncture, where super-heated steam boiled men alive throughout the ship. When the boiler of the USS *Essex* was penetrated by a plunging shot, men died without a mark on them: They breathed the steam, which burned away their lungs.

The most feared weapon was the torpedo (what today we would call a mine). Torpedoes struck without warning from below. They described torpedoes as "infernal devices," and considered them a cowardly way to fight. Nothing made a sailor feel more impotent.

Unlike a soldier who could seek cover or try to flee the battlefield, there was nowhere for a sailor to go. He was locked into combat, with the added fear of the ship sinking or exploding.

When the war was over, the sailors went home to families and neighbors who didn't understand what they went through, and who didn't respect their service. Sailors were frequently accused of dodging the war. The only clue to their ordeal was in the personality change that came with traumatic stress.

## HOME FIRES

The estimated number of combatants in the war was 3.5 million (1.5 million from the Confederacy). This was just over 11% of the population of the pre-war United States. Virtually all of the remaining 89% were touched by the war, whether it was through the death of a loved one, the confiscation of property, or the effect the economy had on their personal finances.

## LIFESTYLES

The average family consisted of a husband, a wife, and three children. About three quarters of the adult population were married. Many families included an extra family member or two, or took in boarders to supplement income. It was common for middle class professionals to hire a live-in servant or two. Slaves were reserved for only the upper classes of the slaveholding states.

About a quarter of all Northerners lived in cities, compared to 10% of Southerners. Living quarters in cities varied by class. The wealthy lived in homes and mansions, the middle class lived in row houses, and the poor lived in tenements.

People got around the big cities by walking or taking horse-drawn omnibuses and carriages. Water was drawn from communal wells. Sanitation was a problem, with effluent contaminating water sources. Disease outbreaks resulting in hundreds of deaths were frequent. Outhouses were the norm, though indoor plumbing was becoming fashionable. Most people subscribed to weekly baths, usually on a Saturday night. Lighting was through lanterns, candles, and in the case of the rich, gaslight. Large-scale manufacturing drew immigrants and the poor to cities. Crime was rampant. Police were underpaid and corrupt.

Country living was considered more "natural" than city life. Families lived in individual buildings, even if it was just a sod house on the prairie. By the simple fact that there was more space and fewer people, water supplies were safer. Farms were usually run by single families, hired help, and in the South, slaves. Plantations were plentiful in the South, with vast chunks of land dedicated to raising cotton, tobacco and indigo.



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The average home was wood framed, one or two stories, and contained six or eight rooms. The wealthy could afford brick homes. In the South ceilings were high (heat rises) and homes were designed to allow air to flow. Wood and brick construction and a reliance on stairs (Elisha Otis invented the elevator in 1857, but it didn't catch on until the 1870s) limited city buildings to six stories. The skyscrapers of New York and Chicago were decades away.

Religion featured prominently in the lives of 19th

century Americans, and most attended church services frequently. About half the nation's children went to school, and many of those went at night after working all day. An education beyond fifth grade was a luxury.

Boxing and horse racing were the most popular spectator sports, though cricket, football (soccer) and baseball were gaining. Music halls with theater and music recitals were very popular, but not much could compete with a traveling circus when it came to town.

### WAGES

Here are some sample wages, based on a 10-hour work day and a 6-day work week (monthly and yearly wages are approximate):

**Blacksmith:** \$1.65/day; \$42.90/month; \$510/year

**Bricklayer:** \$2/day; \$52/month; \$620/year

**Carpenter:** \$1.65/day; \$42.90/month; \$510/year

**Cloth spinner (female, North):** 55¢/day; \$14.30/month; \$170/year

**Day laborer:** 80¢/day; \$20.80/month; \$250/year

**Factory worker:** \$1/day; \$26/month; \$310/year

**Government clerk (female, South):** \$2.50/day; \$65/month; \$780/year

**Government clerk (male, North):** \$2.65/day; \$68/month; \$825/year

**Loom operator (female, South):** \$1.30 to \$1.70/day; \$34 to \$44/month; \$410 to \$530/year

**Machinist:** \$1.60/day; \$41.60/month; \$500/year

**Nurse (female)\*:** \$12/month; \$140/year

**Police officer, Washington City:** \$1.30/day; \$33.80/month; \$400/year

**Riverboat pilot:** up to \$300/month; \$3,600/year

**Seamstress (female):** \$1 to \$2/day; \$26 to \$52/month; \$310 to \$620/year

**Teacher:** \$2/month, plus room and board; \$24/year

**Teamster:** \$1.10/day; \$28.60/month; \$340/year

#### *Military Service*

**General, U.S. Army:** \$200 to \$720/month; \$2,400 to \$8,640/year

**Private, C.S. Army:** \$11/month, plus \$100/year clothing allowance; \$132/year plus \$100 allowance

**Private, U.S. Army:** \$13/month, plus \$3.50/month clothing allowance; \$156/year plus \$42 allowance

**Private, U.S. Army (colored):** \$10/month, plus \$3/month clothing allowance; \$120/year plus \$36 allowance

**Rear admiral, U.S. Navy:** \$250 to \$420/month; \$3,000 to \$5,000/year

**Seaman, U.S. Navy:** \$10 to \$30/month, depending on rating; \$120 to \$360/year

Confederate wages increased from 1861 to 1865 by as much as double. Union wages increased as much as 25% in the same time period. Where labor was scarce, Confederate workmen could make as much as \$30/day. Married women working in the South often made 10% to 20% more than single women.

\* Nurses were expected to buy certain items to care for patients from their monthly wages.

### EARLY TO BED, EARLY TO RISE

The average person's day started just before dawn. Wives, daughters and servants got up, dressed, stirred the fire, collected water and started breakfast. Farmers woke and began chores. Day laborers' work day started at 6 a.m. Office workers started their days a lot later, at 8 or 9 a.m.

Men washed up, dressed and shaved prior to breakfast. Facial hair was in vogue, with most men sporting at least a moustache or long side-whiskers. (The term "sideburns" came from Union General Ambrose Burnside, who was famous for his side-whiskers.) The fashion for women was to wear their hair long, pulled back from the face and into a net at the back.

Both sexes wore long underwear year round, but by this period softer cotton fabrics were the norm. Rural men wore coarse, heavy clothing suitable for their work, as did laborers in the city. Businessmen wore loose fitting suits of lighter material. Laborers wore colored shirts, while white shirts were preferred by the middle and upper classes. Neckties and cravats came in all colors. Men held up their trousers with suspenders, except out west where wide belts were popular. Even rural folk set aside a good suit for Sundays or formal events.

Except for the wealthy, most women owned only three or four dresses, with one specifically for Sundays. The most popular dress materials were calico and gingham. The fashion in the 1860s was to accentuate a woman's bust and hips, so women laced themselves into tight corsets and slipped into dresses with ridiculously wide skirts. The width came from hoops and crinoline petticoats worn underneath. Hemlines were no higher than the ankle.

Shoes had leather soles and buttoned on the side or laced in the front, and both feet were cut the same way (shoe manufacturers were only beginning to cut shoes differently for the left and right foot). Women's shoes had high heels in the 1860s, but went to lower heels in the following decade. Every man wore a hat, whether it was a slouch hat, stovepipe, or bowler. City women fancied hats, too, with rural women preferring bonnets. Even though just about everyone owned at least one

garment bought in a store, homemade clothes were very common. The 1860s saw a flourishing business in paper clothing patterns.

Breakfast was a hearty meal, heavy in fried food, consisting of meat, eggs, some sort of regional pancake, and doughnuts (cut square; the round doughnut with the hole came later). Porridge was a favorite in the winter. The most prevalent drink was coffee, though tea and chocolate both made the occasional appearance.

After breakfast men went to work, children went to school, and women prepared themselves for the day. If the husband worked within about five miles of his home, he walked to work. For longer treks he would take public transit, but few families could afford it on a regular basis. The wives washed up and maybe put on sparse makeup (rouge applied to the cheeks and lips).

Children attended school during the day in cities and in the winter. During the planting and harvest seasons kids stayed home and did chores. If they went to school in these months it was at night. A growing number of working urban poor sent their children to work in order to supplement the family's income.

Housework was labor intensive. Some mechanical devices existed, such as sewing machines and handheld egg beaters, but almost all housework was done by hand. One of the biggest chores was fetching water from the well, as few homes had indoor running water. Monday was dedicated to the drudgery of laundry. Besides washing laundry, doing the dishes, cooking, and cleaning, women also had to mend clothes, can fruit for the winter, and even make their own soap, bleach, and candles. It was hard, non-stop work made harder by the growing number of young women moving away from the service industry and into factory work. More and more husbands were forced to help with the housework.

The family's main meal was in the middle of the day. In cities, restaurants and saloons started offering inexpensive midday meals for workers, but most husbands and children went home for dinner. Meat (pork, preferably) and potatoes dominated the meal. Vegetables were not popular, but fruit was. Pies were common. Most food was fresh, as people still distrusted canned food. To prevent spoiling, food was stored in an ice box, a sealed

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cabinet with space for a block of ice, but less than half the population owned one. Ice was carved from frozen New England ponds in the winter, stored in ice houses during the summer, and transported via ship throughout the year. Surprisingly, an ice ship from Boston to New Orleans only lost about 20% of its cargo to melting. Once the meal was finished, the husband might have time for a short nap, and then it was back to work. Women went about their household chores, unless they were lucky enough (and rich enough) to have servants, in which case afternoon was the time for visiting friends and attending club meetings.

The work day lasted between 10 and 12 hours. The evening meal was usually cold food served between 6 and 7 p.m. In the evening, the adults would read books or newspapers, or the family might play word games or board games, or sing songs. Men might attend member's only clubs or meetings at fraternal orders two or more nights a month. One of the most popular games was croquet, which was played by both sexes and was therefore a common pastime while courting. By 9 p.m. it was getting late and time for bed.

The work week was six days long. Farmers typically went into town on Saturday on business, while city folk worked. Women prepared the Saturday and Sunday meals on Saturday. Sunday morning was time for church, followed by an afternoon of leisure, and often another church service in the evening.

### THE PLIGHT OF THE POOR

The unemployed, the elderly, and the disabled were expected to be cared for by their families. If that wasn't possible, they fell on the mercy of the community. Being poor was considered a moral failing, a lack of "industry" and deserving of punishment.

Churches formed almshouses where the indigent (often the elderly and the disabled) could receive care. The level of care was sparse, as the almshouse survived entirely on charitable donations. The poor could apply to the county Overseer of the Poor for "outdoor relief." Within the limits of the town budget, and assuming the

relief was short term, the overseer gave paupers food, fuel, clothing, and medical treatment.

If the care was long term or the town was strapped for cash, the poor were auctioned off to the lowest bidder. The winning bidder received the bid amount to care for the pauper for a year. If the pauper was a child, they were also to receive an education. In exchange, the pauper was required to work for the winning bidder. While the overseer was charged with making sure the pauper was humanely treated, there was little money in the budget for oversight. The pauper became an indentured servant—essentially a slave—at the hands of the bidder for the terms of the bond they signed. Malnutrition, abuse and dangerous work conditions were common. There was little recourse for the pauper. If no one bid on the pauper (as often happened to the town drunk), he or she was confined to jail and sometimes lent out to work by private contract.

By the second quarter of the 19th century, towns looked for more humane ways to handle the poor while reducing costs. The result was poorhouses. These were not debtor's prisons (where people were sent if they could not pay their debts), which were abolished beginning in 1837. Poorhouses were county-run shelters where the poor were given food, clothing, and medical treatment in exchange for work. Not only could individuals live in poorhouses, but so could entire families. In theory poorhouses were easier to regulate, cheaper than pauper auctions and "outdoor relief," and offered the chance to reform the poor and reduce the number of paupers. In exchange, the poor provided labor (piece work mostly in the cities and agricultural work on rural poor farms).

The reality was almost exactly the opposite of what was hoped. Poorhouses did little to reduce the numbers of poor. The maintenance of the poorhouses, and the corruption that came with a poorly audited system, meant they were more expensive than originally expected. For the poor, who were forced to work long hours at dull, tedious jobs for meager scraps at the hands of contemptuous and abusive superintendents, life was hardly worth living. Poorhouses didn't end pauper auctions, either, particularly in smaller communities that couldn't afford to erect a poorhouse.



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The Civil War did not significantly increase the rolls of the poor in poorhouses. Only a small percentage of veterans and widows went to the poorhouses, because the Federal government passed laws requiring communities to provide “outdoor relief” to veterans and their families. Eventually the government also passed a pension plan for veterans.

Reforms of the poorhouse system began in 1875, when children, the mentally ill, and other people with special needs were removed from poorhouses. Even still, poorhouses and pauper auctions continued well into the 20th century.

### THE ECONOMY

Able-bodied men in the North were expected to join the army, and in the South it was mandatory. A man could avoid serving, though, if he could pay someone else to serve in his stead, costing a sum that could rise as high as \$6,000 in the Confederacy. These substitutes were chosen with the help of a broker, who didn’t much care about the substitute’s fitness for service. In the North, a man could pay the government \$300 to avoid serving. At the start of the war, Southern planters who served in local government, or men with 20 slaves were exempt from the army. In 1863 a Southerner could get out of the army only by paying a \$500 “commutation fee,” and substitutes were banned. The fact that the wealthy could get out of the war at all led to cries on both sides that it was “a rich man’s war but a poor man’s fight.”

In several industrial sectors, business was good. Government contracts were doled out quickly and were inadequately audited. Cost overruns and shoddy workmanship were common. Sacks of coffee were padded with sand. Worm-riddled food and spoiled milk made their way to army supply depots. A thriving black market economy exploded in the South, but was also very much present in the North.

Southern cotton farmers were badly affected by the blockade and by the Confederacy’s “King Cotton” strategy. It was assumed that by restricting the flow of cotton to Britain she would be more likely to side with the South. Unfortunately 1860 produced a bumper crop

and the British had large stockpiles, so restricting the flow only hurt Southern farmers and the Confederacy’s tax base. By the time the cotton supply dwindled, Britain had found alternate cotton sources in Egypt and India.

Overall, the economy soured on both sides of the Mason-Dixon line, but in the South the effect was tremendous. A scarcity of labor only compounded the rampant inflation. The U.S. government issued bonds that helped pay for the war and keep inflation at “reasonable” levels. Even so, the cost of goods increased 80% in the North from 1861 to 1865. The government made greater use of paper money, called “greenbacks,” which were accepted at a lesser value than “hard” coin currency.

Hyperinflation, the worst ever seen in the United States, plagued the South. The Confederacy’s currency was not tied to a gold standard, so it traded freely. At first, Confederate currency traded at 95 cents against the Union’s dollar. In 1863 it had dropped to 33 cents. By late 1864 prices in the Confederacy were 25 to 30 times what they were in 1861. After Lee’s surrender at Appomattox the Confederate dollar was worth 1.6 Union cents, and on May 1, 1865, the last day of trading in Confederate currency, a bale of 1,200 dollar notes sold for one Union dollar.

Individual towns and cities printed their own currency in the Confederacy. Unfortunately for the South, Confederate paper currency was relatively easy to counterfeit. The Union encouraged this, hoping that counterfeit circulation would destabilize the Confederate economy.

Currency was available in denominations of a penny, two cents, three cents, half dimes, dimes, quarters, half dollars, dollars, \$2.50 “Quarter Eagles,” \$5 “Half Eagles,” \$10 “Eagles” and \$20 “Double Eagles.” The Confederacy also produced \$50 and \$100 notes that saw wide circulation due to inflation.

### PRICES

Prices were in flux throughout the war. The following prices are from 1860 to 1861. Increase the cost by 20% per year in the North after 1861. In the South, multiply the price by 2 in 1862, by 5 in 1863, by 20 in 1864, and by 50 or more in 1865.

# Chapter 5: A House Divided

## Goods and Services

### ACCOMMODATIONS

| ITEM                                     | COST                |
|--|---------------------|
| Apartment (4 rooms, small town)          | \$1.75/month        |
| Apartment (4 rooms, city)                | \$10/month          |
| Boarding house (room and board)          | \$2 to \$5/week     |
| Boarding house (room only)               | \$1 to \$3/week     |
| Cottage (4 rooms, wood)                  | \$245 to \$450      |
| Cottage (4 rooms, New York, wood)        | \$750 to \$800      |
| Cottage (6 rooms, suburban, wood)        | \$1,500 to \$1,600  |
| Farmhouse<br>(8 rooms, small town, wood) | \$1,200 to \$1,500  |
| Farmhouse (extravagant)                  | \$3,000 to \$14,000 |
| House (8 rooms, suburban, brick)         | \$2,500 to \$3,500  |
| Hotel (cheap with no meals)              | 50¢ to 75¢/night    |
| Hotel (first-class with deluxe meal)     | \$2/night           |
| House (rent)                             | \$500/year          |
| Stable stall                             | 25¢/night           |

### CLOTHING

|   |              |
|---|--------------|
| Bonnet                                  | \$15 to \$50 |
| Boots (pair)                            | \$20 to \$30 |
| Cap                                     | \$2          |
| Coat (mail order)                       | \$1.50       |
| Drawers                                 | \$3          |
| Dress                                   | \$8 to \$30  |
| Greatcoat                               | \$25         |
| Handkerchief                            | 50¢          |
| Jacket                                  | \$12         |
| Shirt                                   | \$3          |
| Shirt (dozen, by mail order)            | \$18         |
| Shoes (pair)                            | \$2 to \$18  |
| Socks (pair)                            | \$1          |
| Suit (3 piece, cashmere, by mail order) | \$8          |
| Trousers                                | \$9          |
| Trousers (summer, by mail order)        | 75¢          |

## FOOD

| ITEM                  | COST              |
|-----------------------|-------------------|
| Alcohol, shot         | 10¢               |
| Alcohol, good quality | \$1 to \$5/bottle |
| Alcohol, raw whiskey  | 7¢/quart          |
| Bacon                 | 12¢/pound         |
| Beef                  | 5¢/pound          |
| Bread (loaf)          | 8¢                |
| Butter                | 20¢/pound         |
| Chicken               | 10¢/each          |
| Coffee                | 35¢/pound         |
| Flour (5 lb sack)     | \$4               |
| Food (family of 5)    | \$3.50/week       |
| Oranges               | 28¢/dozen         |
| Potatoes              | 75¢/bushel        |
| Restaurant meal       | 25¢ to \$1        |

### MISCELLANEOUS GOODS

|                                     |              |
|-------------------------------------|--------------|
| Bible                               | \$5          |
| Blacksmith's tools                  | \$15         |
| Blanket                             | \$7.50       |
| Cigar                               | 10¢          |
| Coffin                              | \$4 to \$7   |
| Doctor's bag (with instruments)     | \$25         |
| Firewood                            | \$2.50/cord  |
| Medicine (per dose)                 | 25¢ to 50¢   |
| Medicine, quinine (per bottle)      | \$60         |
| Musical instrument (fiddle, guitar) | \$10 to \$15 |
| Musical instrument (harmonica)      | \$1          |
| Musical instrument (jaw harp)       | 10¢          |
| Newspaper                           | 1¢           |
| Oil lamp                            | \$1.50       |
| Paper (100 sheets)                  | 25¢          |
| Pencil (dozen)                      | 10¢          |
| Playing cards                       | 15¢          |
| Saddle                              | \$50         |
| School books                        | 10¢ to 25¢   |
| Soap                                | 4¢/pound     |
| Spyglass                            | \$25 to \$35 |
| Tent stove                          | \$6          |
| Tobacco                             | 28¢/pound    |

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### *SERVICES*

| ITEM   | COST                              |
|--|-----------------------------------|
| Dentist (cleaning)   | 50¢                               |
| Dentist (extraction)   | 25¢                               |
| Dentist (filling)  | 50¢ to \$1                        |
| Doctor (major operation)   | \$30                              |
| Doctor (minor operation)   | \$5                               |
| Doctor (office visit)  | 50¢ to \$1                        |
| Education<br>(public school plus books, Chicago)                                   | \$12.50/year                      |
| Education (Harvard, 4 years)   | \$1,000                           |
| Embalming (enlisted man)   | early war: \$25<br>late war: \$30 |
| Embalming (officer)  | early war: \$50<br>late war: \$80 |
| Funeral (civilian; includes embalming,<br>hearse, 3 carriages and rosewood casket) | \$84                              |
| Housemaid  | \$8/month                         |
| Prostitute   | \$3/visit                         |
| Theater (common seat)  | 12¢                               |
| Theater (box seat)   | 50¢                               |

### *TRANSPORTATION*

|   |                                     |
|---|-------------------------------------|
| Horse (average; thoroughbreds are<br>much higher)     | \$150                               |
| Ferryboat (Manhattan to Brooklyn)                     | 1¢                                  |
| Mule  | \$100 to \$150                      |
| Railroad fare (100 miles)                             | \$1                                 |
| Stagecoach (100 miles, includes meals)                | \$2.50                              |
| Streetcar, New York City                              | 5¢                                  |
| Steamboat<br>(100 to 250 ton sternwheeler)            | \$5,000 to \$40,000                 |
| Steamboat (1,100+ ton sidewheeler)                    | \$120,000 to \$400,000              |
| Steamboat freight                                     | hogs: \$2<br>horses and cattle: \$9 |
| Steamboat voyage (cabin, Louisville to<br>St. Louis)  | \$5                                 |
| Steamboat voyage (cabin, St. Louis to<br>New Orleans) | \$12                                |
| Steamboat voyage (deck)                               | \$2 to \$6                          |
| Wagon (purchase)                                      | \$100                               |
| Wagon (rent, two mules and driver)                    | \$1/day                             |
| Wagon (rent, six mules and driver)                    | \$2/day                             |

### *WEAPONS AND AMMUNITION*

| ITEM  | COST         |
|---|--------------|
| Binoculars  | \$15         |
| Black powder (pound)                                    | 50¢          |
| Breastplate<br>(torso LAR 3; -1d to Coordination rolls) | \$12         |
| Bronze cannon   | \$500        |
| Carbine   | \$25 to \$40 |
| Gun cleaning kit  | \$1          |
| Lead balls (5 pounds)                                   | 30¢          |
| Musket  | \$5 to \$20  |
| Percussion caps (100)                                   | 60¢          |
| Repeating rifle   | \$25 to \$50 |
| Revolver  | \$10 to \$25 |
| Sword   | \$4.50       |



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# NON COMBATANTS

Both sides held their respective armies in high regard. The newspapers made famous dashing young generals like Jeb Stuart and George Custer. Army, corps and divisional generals were the celebrities of their day.

With the exception of guerrilla troops in Missouri and the Appalachians, Confederate troops marching into Union territory took care to be polite to civilians. They wanted to demonstrate that they were rational men fighting for a worthy cause, and not some army of terror and occupation. Violence and depravity against civilians was rare during Lee's invasion of Pennsylvania. The one exception was the capture of blacks, both escaped slaves and free people of color. The Army of Northern Virginia wasn't too picky as they rounded up black Pennsylvanians and sent them South into slavery.

To some Federal soldiers, civilians sympathetic to the Rebels were little better than traitors. Army command and the politicians in Washington decreed that civilians were not valid military targets, but spies and brigands were not to be tolerated. Most officers and enlisted men treated Southerners civilly, and at times even respectfully. This wasn't universal, though, particularly during Sherman's infamous march through Georgia and the Carolinas.

Along with heavy foraging, Sherman's men burned cotton gins, gristmills, and railroad stations, and pulled up miles of railroad track. Legends tell of Sherman's men burning homes and whole towns, but most of these accounts are exaggerated. Acts of looting were looked on with disgust by the vast majority of Union soldiers. As one of Sherman's men wrote during the march, "Private homes were respected everywhere, even those of noted Rebels, and I heard of no instance of pillage or insults to the inhabitants. . . . Except in a few instances, private residences have not been destroyed by the soldiers." Much of Columbia, South Carolina (the birthplace of secession) was burned on February 7, 1865. Confederates blamed Sherman's troops for deliberately destroying the town. Sherman admitted to

## TRAVEL TIMES

Average walking speed for a human being is about 3 1/2 miles per hour (mph). An average person can walk 20 miles in a day. Fifty miles is pushing it, and only well-conditioned walkers could do this for more than a day or two.

Horses walk at about 5 mph. The average horse can travel about 25 to 30 miles per day if the rider frequently walks with the horse. A faster pace is tiring for the horse and rider. Horses conditioned for longer distances can travel 50 to 60 miles per day. Mule trains travel about 15 to 20 miles per day, with occasional bursts of 30 miles per day.

A stagecoach traveling cross-country could travel about 6 miles per hour. On good roads and not a lot of hills, a stagecoach topped out at 10 miles per hour. This included rest stops and horse changes at stagecoach stations. Stagecoaches, particularly out west, traveled 24 hours a day, with passengers (up to nine, but six was more usual) sitting three abreast and sleeping upright. Each passenger was limited to 25 pounds of luggage.

Although locomotives during the Civil War could hit 50 and 60 miles per hour, track speeds were limited to 25 miles per hour. Trains might speed in order to make up lost time.

Steamboat travel times varied widely by boat, waterway, and direction of travel. The Shotwell did the 1,440-mile run from New Orleans to Louisville in 4 days, 9 hours, and 30 minutes in 1853, while the Robert E. Lee made New Orleans to St. Louis (1,200 miles) in 3 days and 18 hours in 1870. A more usual time was 7 1/2 days from St. Louis to New Orleans. Time spent picking up passengers and freight, loading wood, and avoiding snags and other hazards accounted for the variance. In a 24-hour period a steamboat normally traveled 160 to 200 miles. In the winter, it could take more than four days to paddle 250 miles from Louisville to St. Louis. Unlike other forms of transportation, a traveler could pack wagons, livestock, and even furniture on a steamboat.

In 1848, sailing ships took 200 days to sail the 16,000 miles from New York to San Francisco around Cape Horn. By 1851, clipper ships cut the time to 90 days. For ease of calculation, say 80 miles per day on older ships, and 180 miles per day on a clipper, with time dependent on the weather and the number of ports visited.

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burning military targets, like the Confederate Printing Plant, but blamed the majority of the fire on the burning of cotton bales by retreating Rebels. Firsthand accounts differ as to who was actually to blame.

Southern non-combatants were not afraid to show their antipathy for Federal troops. In New Orleans, women with Confederate sympathies crossed the street to avoid Union soldiers, and “accidentally” dropped the contents of chamber pots on them in the French Quarter. When they started spitting in the faces of Union troops Major General Benjamin Butler, the military governor of New Orleans in 1862, took matters into his own hands. He issued General Order No. 28 on May 15, 1862 declaring that any woman in New Orleans showing contempt for, or insulting, a Union soldier would be treated as a “woman of the town plying her avocation.” In other words, she was to be treated as a prostitute. This order shocked the South, as they feared it legalized rape. Butler became the most hated man in the Confederacy, but the order had the desired effect and the insults stopped.

Butler had William Mumford hanged for “high crimes and misdemeanors against the laws of the United States” because Mumford tore down the Union flag from the United States Mint after it was hoisted by Federal sailors. Mumford’s hanging, and because of the earlier “Woman’s Order,” caused Jefferson Davis to declare “Beast Butler” a criminal and ordered that if he were captured he would be held for execution himself (Butler was never captured).

Wherever a Union army traveled in the South, “contrabands” (escaped slaves) accompanied it, especially after the Emancipation Proclamation. Blacks saw Federal armies as a source of protection and freedom. The armies usually saw these long columns of refugees, numbering in the hundreds, even thousands, as an annoyance that hampered the movement of troops and supplies. That didn’t stop the troops from trading food to the refugees for manual labor.

Since they trailed the army, black refugees were at the mercy of bounty hunters and Confederate soldiers, who thought little of killing an escaped slave. The worst atrocity happened in Georgia on December 9, 1864, during Sherman’s march to the sea. As Sherman

neared Savannah, Georgia, food grew scarce, so the refugees following the army were encouraged to leave. Nonetheless by some estimates 670 men, women and children followed Union Major General Jefferson C. Davis’ XIV Corps as it approached Ebenezer Creek. Davis, an avowed racist, convinced the refugees to wait for their own safety until his men determined the way forward was clear. After his men crossed the icy rain-swollen creek, he ordered his pontoon bridges dismantled, stranding the ex-slaves on the other side. Soon after, Major General Joseph Wheeler’s Confederate cavalry arrived on the scene. Scores of blacks drowned trying to swim across the creek to safety. The Confederates shot several others, and the rest were captured and returned to bondage.

### THE CHANGING ROLE OF WOMEN

The Civil War occurred during a period of change in women’s rights. Throughout the 19th century, women were seen as physically and mentally weaker than men. Their proper place was to be subservient to the men in their life. Since there was little opportunity for employment, at least not at a comfortable wage, women had to marry not just for love or companionship but also for economic survival.

The Industrial Revolution began to change women’s roles. On family farms women put in a full day’s work, just like a man. In urban centers industry started to supplant women’s household duties. Instead of spinning, weaving, and sewing within the home, machines created fabric and clothes, which were sold in stores. On the farms, this labor saving allowed women to tend to other chores, while in upper and middle class urban homes, as well as large upper class plantations, it gave the women more free time.

The Women’s Rights movement began as a result of women looking for a new role. They could not vote, but they could take part in social organizations. The abolition and temperance movements in the North attracted women who had time to commit to organizational activities. The abolition movement in particular ap-

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pealed to women given their own subservient position. This exposed women to politics. Reform-minded clergy recruited women. As the 19th century wore on various women's groups appeared. Some were social clubs, but others were charitable foundations, such as schools and the earliest women's shelters.

William Lloyd Garrison founded the American Anti-Slavery Society in 1833. Garrison was also a proponent of women's equality. Due to chauvinism within the Society, the Female Anti-Slavery Society was formed. This and other female abolitionist groups drew criticism, even violence, with more than one meeting hall destroyed by angry mobs. Lucretia Mott and Elizabeth Cady Stanton met at the World Anti-Slavery Conference in London in 1840, which led to the first Women's Rights Convention at Seneca Falls, New York in 1848.

Prior to 1848, after a woman in the United States married she could not make a contract, bring forth a lawsuit, keep her own wages, control property that was hers before marriage, acquire property while married, sell property, or vote. New York passed the first Married Women's Property Act in 1848. Anesthesia was legalized for use in childbirth for the first time that year, against outcries from the clergy who thought suffering during childbirth was "God's will." (Anesthesia during childbirth was a "hot button" topic, but abortion was not. Abortion was an accepted form of birth control in the 19th century.)

The Women's Movement, which started to call for women's suffrage, was strongest in the Northwest and West, where men were used to seeing women working as long a day as they did. Midwestern universities were the first to open their doors to female students in the 1850s and 1860s, but only when there were not enough male applicants to fill the classrooms. When the Civil War decreased the pool of potential male students, university education was opened to more women throughout the North.

Susan B. Anthony began work in the temperance movement, but switched to the women's rights movement in the 1850s. She began a campaign for women's rights in 1853–54 that finally resulted in a comprehensive women's

property rights bill passed in New York in 1860.

In the plantation South, women were put on a pedestal, something to be cherished and idolized. So deep was this feeling, and so closely tied were abolition and the women's movement, that little headway in women's rights was made in the South prior to the Civil War.

Women's war diaries frequently detail the frustration they felt at not being able to express their opinions. Women weren't expected to handle the financial affairs of a household, but they soon learned. Society's belief that women were inferior to men was shown false time and again, prompting both women and men to re-evaluate their place in society.

Unfortunately, the Civil War focused reform-minded men and women on the abolition of slavery to the detriment of the women's movement. After the war, women who had fought for their rights and the rights of blacks were dismayed to see the 14th and 15th Amendments applied suffrage only to men.

Freedom for blacks gave Northern businessmen tied to the Republican Party what they wanted: the black vote in the South. The abolition movement was over, and these businessmen walked away from the societies that still had work to do with regard to equality for women. This was a setback to the women's movement, but not a killing blow. The movement continued until the 19th Amendment gave women in the United States the vote on August 21, 1920.

### CAREER WOMEN

Antebellum Northern women worked in a number of businesses, including factories. In the South, before the war, the only occupations considered proper for a woman were that of baker, seamstress, milliner, laundress, and boarding house and tavern keeper. Southern women only worked out of necessity, with a resultant lowering of status. Some positions considered socially acceptable for women of the North, such as teacher and shopkeeper, were solely the domain of men in the South.

A shortage of labor due to the war meant that women had to fill the positions normally considered male occupations. This necessity was particularly profound in the South with its stronger attitude's of a



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woman's "proper place." Suddenly it was necessary for Southern women to become teachers, shopkeepers, and factory workers.

Washington and Richmond hired women as clerks in various government offices. In Richmond preference was given to upper class women who had fallen on hard times (most often due to the death of a spouse in battle). These positions were used as aristocratic welfare. While a Confederate soldier made only \$11/month, in 1862 and 1863 a woman working at the Treasury Department signing treasury bills earned \$65/month.

Necessity drove poorer women into more dangerous occupations. By July 1861 the Thomas factory on Bird Island in Richmond employed 370 women and girls who sewed ammunition cartridges for the Confederate war effort. More than 300 women worked in the Confederate laboratory on Brown's Island doing much the same thing when an accidental explosion ripped through it in March 1863, killing and injuring more than 60 people, 50 of whom were women. One of the dead was 14-year-old Annie Blankenship. For this work they were receiving \$1 a day.

Female nurses were prevalent throughout the war, though they were a relatively new idea. Prior to the 1850s nursing was considered a low-class profession and one suitable only for men. After all, the job involved bodily fluids and excrement. It was Britain's Florence Nightingale during the Crimean War (1854 to 1856) who changed 19th century attitudes about nursing. Her argument that women's moral and emotional attributes made them uniquely qualified for nursing struck a chord in Britain and the United States. Nightingale offered women a model of female heroism. As the Civil War ground on, with its horrendously long casualty lists, the demand for female nurses rose exponentially.

There was always work for women around an army camp sewing, cooking and doing laundry. These jobs were reserved for the very poor, or the wives of soldiers who had little else to do back home. The most popular profession for camp followers, though, was the oldest: prostitution.

Every large city in the pre-war United States had a brothel. Some cities, like Washington and New Orleans,



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had red light districts. Prostitution was seen as a necessary evil, a way for men to relieve their wanton desires. This was an extension of sexuality in that period, where men were expected to be experienced before marriage but women had to be virgins on their wedding night.

Of course the women who worked in such establishments were considered sinful and of the lowest social standing (actresses were considered morally loose and were just a step above prostitutes in the social pecking order). A whore's life expectancy wasn't very high, given the proliferation of syphilis and other venereal diseases in the era before antibiotics.

A woman's greatest fear was an unwanted pregnancy. The prudish attitude toward sex during the era was in large part due to fear of childbirth. Childbirth brought considerable health risks to the mother, and the infant mortality rate at the time was about 15 births per 1,000. Anesthetic was still rarely used during birth, so fear of the pain that came along with childbirth was considerable. With the father off fighting the war and with income drastically reduced, few families could afford the financial hardship of another mouth to feed. Contraceptives were available, though their efficacy was poor compared to today's products. One soldier described the animal skin condoms of the period as a "breast plate against pleasure and a cobweb against danger." Due to the taboo of discussing sex, knowledge of contraceptives was not widely known. The most common form of birth control, by far, was the unreliable rhythm method.

Some women took it upon themselves to affect the war effort directly. Four hundred Northern women (and an unknown number of Southern women) defied society and the law and entered the army. Most of these women, but not all, were found out before the war's end. They were most often discovered when they were wounded, resulting in a physical examination. Women usually joined for the same reasons men joined, including patriotism and a search for adventure. In some cases they joined in order to be near their husbands. The occasional female soldier was willing to perform sexual favors, usually for a profit.

Female spies and scouts benefited from the day's

sexual double standard. More than one vain general fell to the charms of an inquisitive woman working as a spy for the other side. Where a male spy would be tried and quickly hanged, female spies usually received relatively light prison terms.

### **COLLATERAL DAMAGE**

While there were prosecuted cases of rape in both armies, rape was relatively rare by the standards of other 19th century conflicts. There are no first hand accounts of rape of white women, though there are a few secondary accounts and court transcripts. This isn't surprising, given the shame the crime imparted on the victim.

Of the 267 men executed in the North during the war, 32 of them were killed for the crime of rape. Of these, 18 were black. The victims in all but two of these cases were white. White offenders were more likely to be given lengthy prison sentences with hard labor. Society's prejudices meant that, more often than not, if a black soldier raped a white woman, even a white woman with secessionist leanings, he would hang for his crime.

Even in the areas where the worst civilian atrocities occurred, few soldiers resorted to rape. In Missouri a woman wrote of Jayhawkers throwing their coats on her bed, and forcing her to cook and play music for them. They violated her most private place (her bedroom) with a social affront. They made her subservient to them. Yet they would not cross the line and physically violate her. The reason sexual assaults weren't more prevalent has been attributed to the large number of married men in both armies, the relatively high level of education among Civil War soldiers, and society's view that white women (North and South) were delicate objects that required protection.

Black and native women were not so kindly treated by either side, nor was the rape of a native or black woman considered rape in most cases. Slaves in particular were at the mercy of undisciplined troops. It wasn't just rape that was largely ignored if the victim was a minority. Even murder wasn't treated as seriously if the victim was black or Indian.

Women were no strangers to terrorism in the con-



### SIX EXTRAORDINARY WOMEN OF THE CIVIL WAR

**Clara Harlowe Barton (1821 – 1912):** This Massachusetts native founded a free school before the war. She was appalled at the number of wounded at Bull Run who died from a lack of medical supplies. Clara created an organization to distribute medical supplies to Union armies and she worked as a nurse. Her organization later worked to discover the fate of hundreds of missing soldiers. After the war, in 1881, she founded the American Red Cross.

**Malinda Blalock (1842 – 1901):** Sarah Malinda Pritchard was born to a pro-secession family in North Carolina but married William “Keith” Blalock—a radical Unionist—in 1861. Keith joined the 26th North Carolina to protect his wife from local secessionists. Much to his surprise, he was soon joined by his wife, her hair cut short and dressed as his “brother” Samuel. They fought in three battles together until Malinda was wounded in April 1862. Keith thrashed around in poison ivy and feigned small pox so he could ship out with her, but while Keith was shipped out “Samuel Blalock” wasn’t hurt badly enough to go. Malinda exposed her secret and was sent home with Keith. Local Confederates enforcing the draft noted Keith’s return to health, so the Blalocks headed into the mountains, then Tennessee, where they became Union guerrillas. They took part in the bloody guerrilla war in the North Carolina Appalachians, where they ended up raiding secessionist neighbors. Both were wounded, with Keith losing an eye and the use of a hand. After the war they settled back down to farming.

**Belle Boyd (1843 – 1900):** Belle Boyd was one of the most famous spies for the Confederacy. Belle ran a spy ring out of her father’s hotel in Front Royal in the Shenandoah Valley. Her information earned her the honorary rank of captain from Stonewall Jackson. She was arrested three times and then sent to England to recover from typhoid. She fell in love with the Union captain of the ship that captured her on her return to the Confederacy. They later married, but his actions ruined his career. After the war she took up acting and dramatic reading, and wrote a book about her adventures. She died while touring the mid-west.

**Sarah Emma Edmunds (1842 – 1898):** Sarah was born in Nova Scotia, Canada, but fled an abusive father and moved to Michigan. When

the war began Emma cropped her hair, changed her clothes, took the name Frank Thompson and after four tries joined the Union army as a male nurse. She volunteered to spy for the Union. Sarah slipped through Confederate lines numerous times dressed as a black man, as an Irish woman, and as a white man. The information she gathered was well received and “Thompson” soon gained a reputation as an accomplished spy. She carried out 11 missions in total. Sarah took ill with malaria. Afraid that she would be found out, she left the army and went to a private hospital as a woman. She intended to return to her unit, but when “Private Thompson” was listed as a deserter, she instead went to Washington to work as a (female) nurse. Her post-war biography sold thousands of copies, and she later earned herself an honorable discharge from the army.

**Harriet Tubman (1820 – 1913):** Born Araminta Ross in South Carolina, Harriet Tubman escaped slavery while suffering from narcolepsy due to a head wound received when she was young. “Moses,” as she was called, became an important “conductor” on the Underground Railroad. Braving the Fugitive Slaves Act and patrols 19 times, she helped over 300 slaves escape bondage. After the war began she worked for the North as a nurse, a spy and a gravedigger. In June 1863 Harriet planned the Combahee River raid that freed 756 slaves, becoming the first American woman to lead a military expedition.

**Mary Edwards Walker (1832 – 1919):** Mary Edwards was one of the first women to attend the Syracuse Medical College in New York, graduating as a doctor. She was rebuffed in her attempts to join the army as a surgeon, so she volunteered her services for rations in lieu of pay. From 1861 to 1863 she gained respect for her surgical skills but disdain for her outspoken demeanor and for dressing in men’s clothes. Mary was hired as a contract surgeon of an Ohio regiment before being captured by Confederates. After she was exchanged, Mary worked in a hospital in Kentucky. At the end of the war she tried once more for a commission as an army surgeon. She received the Medal of Honor instead, which she wore for the rest of her life while working for women’s suffrage.

tested Border States. Along with soldiers forcing themselves into their homes, the lynching of men folk who supported the other side was common. A man might be shot in his doorway in full view of his wife or mother, or taken down the road out of sight to be hanged as his wife pleaded in vain for his life to be spared. Most of the time the soldiers doing the murderous deed would treat the victim’s female family members with respect.

It was rare for a soldier to kill a white civilian woman, but it did happen; sometimes on purpose, mostly by accident. One of the first civilian casualties was Judith Carter Henry, an aged widow. She was bedridden in the upstairs floor of her house on Henry Hill during the First Battle of Bull Run/Manassas. She was mortally wounded by a Union artillery shot that destroyed her bed.



## Chapter 5: A House Divided

# THE PECULIAR INSTITUTION

Slavery existed in all of the Confederate states and in the Border States of Delaware, Maryland, Kentucky, and Missouri, and until 1862 in the District of Columbia. Slavery itself was illegal outside of those states, though as the Dred Scott decision showed, ownership of slaves in the free states was far from clear.

Slaves of African descent made up the vast majority of slaves in America, with a relatively small number of Native American slaves. The U.S. outlawed the trade in African slaves—the kidnapping of Africans to be sold in the U.S. as slaves—in 1808, so by 1850 all slaves were born in America (except for those imported from the Caribbean islands). In 1850 there were 3,200,000 slaves in the U.S. That number rose to 3,950,000 by 1860.

An estimated \$3 billion dollars (in 1860 currency) was tied up in slaves. Slave prices varied greatly. Female slaves cost about 80% that of male slaves, who were important sources for hard, physical labor. Prices were lower in the Border States where runaways were more common. In 1850 a prime field hand cost \$700 in Richmond, Virginia; \$800 in Charleston, South Carolina; and \$1,100 in New Orleans, Louisiana. Those prices rose to \$950, \$1,025, and \$1,350, respectively in 1855, and \$1,200, \$1,225, and \$1,800 in 1860.

Slaves had few rights. In the eyes of the law they were property, and they received about as much protection from cruelty as animals. Family members could be taken away and sold on the whim of the owner. Large plantations hired overseers who brutalized slaves for transgressions great and small. Slave codes encouraged, and even required, violence in certain dealings with slaves in order to discourage rebellion. Slave patrols watched for runaways. The patrols could punish slaves as they saw fit, including maiming or killing. Attractive female slaves could find themselves visited in the night by their owners. The offspring by such liaisons were legally slaves.

Working conditions could be horrible, such as scooping salt from a salt pool all day as open sores

formed on the slave's legs and feet. Plantation work was tiring, repetitive, and mind numbing. Industrial work was mind numbing and dangerous. In general, darker-skinned slaves were sent to work in the fields, while the lighter-skinned worked in the homes where the working conditions were more tolerable.

After Nat Turner's Rebellion in 1831 (when a literate slave and his followers rose up against slave owners, killing 50 before the rebellion was suppressed) Southern states enacted laws that made it illegal to teach slaves and freedmen how to read and write. These laws were often ignored but they contributed to the high illiteracy rate among free blacks that followed them into Reconstruction.

Plantation slaves lived in one-room cabins with few, if any, luxuries. Urban slaves lived in the upper floors and attics. The limited size of city homes, though, forced some masters to find additional accommodation outside of their homes for their slaves. These living quarters were usually squalid or spartan. "Living out," as it was called, increased the size of black communities, which provoked some municipalities to pass bylaws preventing slaves from living anywhere except on their master's property. When accompanying their master at a hotel, slaves were expected to sleep wherever they could find space, in hallways, stairwells, or common areas.

Slaves ate apart from whites, either in the kitchen or in their cabins. Owners had to supply their slaves with food, but plantation owners rarely gave the slaves enough food to handle the caloric demands of their work. Slaves were encouraged to supplement their diet by catching fish and game, which the males in the family did during their precious time off.

Slaves married and formed family units, though the law did not recognize slave marriages. White churches, particularly evangelical denominations, encouraged and recognized slave marriage. White priests and ministers preached to slaves, and there were biracial churches (with blacks sitting in the back of the church or in the gallery). Clergy denounced the sins of adultery and fornication among slaves, which only had meaning in the presence of a marriage recognized by the church. In 1859 the South Carolina Episcopal Church railed

## Chapter 5: A House Divided

against masters who split up married slave couples. It was legal, but the church saw it as going against God's will that "man and wife" not be separated.

Religion was an important part of a slave's life, as it was an important part of the institution of slavery. A schism formed within Protestant churches over slavery and the right of ministers to own slaves, resulting in the formation of Southern denominations. These churches taught scripture that they interpreted as condoning slavery and reinforcing white superiority. At the same time, Christianity (with its promise of an eternal afterlife) was important in encouraging moral behavior and maintaining order among the slave population. It had the added benefit of giving the slaves hope by teaching them that their tribulations would reward them with an eternity in paradise.

Not all slave owners were brutal. By the 1850s the more liberal slave owners realized that positive reinforcement was more effective than negative reinforcement. They rewarded good behavior with money, gifts, or dances. Slaves were allowed to sell arts and crafts in marketplaces, and could keep the proceeds. Slaves could keep gambling winnings. At least one slave won a lottery and bought his freedom with the proceeds. Some of the more liberal jurisdictions, like New Orleans, had statutes against wanton cruelty to slaves. These laws were akin to cruelty to animal laws in our modern era, though usually with less severe penalties; fines and confiscation of the slaves. These measures partially hid the truth; no matter how well treated, a slave was still property.

The Confederacy made use of slaves in the military. Large numbers of slaves followed behind Confederate armies. Along with domestic duties, they were used for building fortifications, digging entrenchments and repairing bridges and rail lines. When the chance arose, many used their proximity to Union lines to escape into free Federal territory.

When masters went to war they sometimes took their personal slaves with them. The slaves were not armed. They would cook, clean, sew, and otherwise do the manual chores poorer soldiers were forced to do for themselves. Slaves might carry their masters' weapons

on the march, but Southern society was stringently opposed to arming slaves.

In early 1864, Major General Patrick Cleburne suggested that the Confederacy arm slaves. By that point the Union armies were fielding black (colored) regiments, and the white Southern population eligible for combat was drying up. Confederate President Jefferson Davis actively opposed such an idea. The idea was first proposed to Davis after Bull Run, and he called it "stark madness." He still hadn't warmed to the idea by 1864. A year later, when it was obvious that the Confederacy was about to collapse, the idea was revisited. In March 1865 the Confederacy authorized the creation of black regiments, with black volunteers receiving their freedom in exchange for military service. It was too little, too late. Slave owners were reluctant to hand over their property and free blacks were reluctant to volunteer when the war was obviously near its close. Only 270 blacks were armed by the Confederacy, and none of them saw action.

### FOREVER FREE

Free blacks lived in a netherworld between whites and slaves. Socially they were above slaves, but beneath the poorest white. This was true in the North and the South.

Freedmen and freedwomen had far more rights than slaves, but they could not vote, they could not run for public office, and they had to be circumspect in their dealings with whites. They could own property, they did have some freedom of movement, and they did have greater protections under the law. On the other hand the Fugitive Slave Act stripped free men and women of the right to a fair trial. Bounty hunters could scoop up free blacks in Northern states by swearing before a judge that they were escaped slaves. Blacks were not allowed to even give a statement on their own behalf.

Casual racism was an everyday occurrence. Take for instance, a free black businessman traveling from Natchez, Mississippi to New Orleans. As an African American he wasn't entitled to a cabin even though the trip was overnight and he could afford the fare. Instead, he was supposed to sleep in the common areas or on the deck. If he found a willing captain, though, and he paid a "premium" he might get a cabin, something that was

## Chapter 5: A House Divided



out of the question for a slave.

Free blacks did have professional and social relationships with white neighbors. This was an era when a man's word was his bond. An honest black businessman could gain the respect of local whites, regardless of his skin color. Free blacks did secure loans from whites and sometimes loaned money to whites. Respected free blacks earned repeat customers.

Regardless of how close they were, there was an ever-present dividing line between blacks and whites. Unless they were out in the field hunting together or the black man offered the white man a meal in his home, they would not eat at the same table together. Blacks were not allowed in all-white churches or music halls. Whites and blacks could mingle person to person or family to family, but never in larger groups.

Interracial sex was a complicated, taboo subject. Almost every state had anti-miscegenation laws banning whites from marrying persons of color, but in some locales, particularly New Orleans, society turned a blind eye when a well-to-do white man took a colored mistress. A whole lexicon developed to describe mixed-race children; half-white/half-black mulattoes, quarter-

black quadroons, and eighth-black octoroons. Each level indicated less discrimination, but no one of mixed race was completely free of it. Black and mixed-race women found work as prostitutes. By contrast, black men were not allowed to have sex, even consensual sex, with a white woman. If discovered, the man would be tried for rape in the unlikely event that he escaped a lynching. Several states repealed their anti-miscegenation laws during Reconstruction, only to institute even harsher laws after Reconstruction's collapse.

Free blacks had a difficult relationship with slaves. A black businessman in the South had a limited choice of employees. Unskilled free blacks competed with slaves, and so they generally headed into the Northern states to find work. The only unskilled employees available, then, were those whites who were desperate enough to work under a black man (and "work" is a generous term, as there was little to compel white employees of freedmen to put in an honest day's work). Skilled freedmen were available for a free black man to hire, and freedmen often set up apprenticeships for young blacks. If the freedman needed unskilled labor, he usually had to resort to owning or renting slaves himself.



## Chapter 5: A House Divided

When the Militia and Confiscation Act was passed in the North in July 1862, blacks could volunteer for Federal military service. For these men there was no question that they were fighting to free Southern slaves. Black soldiers were segregated into “colored” regiments. In almost all cases they fought under white officers. One of the few exceptions was the Louisiana Native Guards. The Guards started as Confederate militia units in New Orleans, but they were mostly used for show. After New Orleans fell to the Union, the Native Guards joined the Union as military regiments. The officers in the regiments were black, though two of the three regiments had their black officers drummed out of the service by Major General Nathaniel Banks’ racist policies.

Before the colored regiments saw action, white politicians and military officials predicted that they would be poor soldiers. The colored units defied these predictions and fought with distinction. They were motivated soldiers, since the Confederacy refused to treat blacks according to the rules of civilized warfare.

Captured blacks were lucky if they were sent into slavery. Usually they were just shot or hanged out of hand. White officers of black regiments suffered the same fate. The Confederacy’s refusal to treat black soldiers the same as whites resulted in Ulysses Grant suspending prisoner exchanges, a move that condemned thousands of prisoners of war to death by disease and starvation. After a handful of war crimes committed against them, black units started to retaliate against Confederates by giving no quarter. This “black flag” warfare turned the final months of the war into an even bloodier affair.

While free African-Americans could not join the antebellum army, they could join the United States Navy. That tradition carried over into the war. In September 1861 the Secretary of the Navy Gideon Welles went further and allowed “contrabands” (escaped and liberated slaves) to serve onboard naval vessels.

Almost from the beginning of the war the navy actively aided the escape of contrabands. Allowing contrabands to join the navy was a necessary next step, as white volunteers overwhelmingly chose the army, thereby creating a manpower shortage within the navy. Contrabands were only allowed the rating of boy, the

lowest rating on a ship, with a pay of \$10 per month (compared to \$20 or \$30 for whites of higher rank).

Ship captains were reluctant at first, but these contrabands soon proved their worth, to the point where even the most racist of captains preferred black sailors over white sailors. Admiral David Dixon Porter, who at first refused to allow blacks on his ships said, “I could get no men, so I worked in the darkies. They do first-rate and are far better behaved than their masters.” In general, black sailors worked harder, were better disciplined, and were less likely to desert than white sailors. With so many blacks joining the navy, segregation was instituted on all ships. There was overt racism among the mixed-race crews, but since blacks held a rank reserved literally for children, outright violence was curtailed.

As the war progressed, continued manpower shortages allowed blacks to rise to positions of importance; they manned guns and they kept watch at night. This affront to white superiority (blacks were just as capable of operating cannons, and whites were protected at night by black lookouts) did not sit well with white sailors. Coupled to a growing weariness of shipboard life, incidents of racist attacks (which went as far as beatings, murder, and throwing black men overboard) escalated sharply. More than one ship’s captain was forced to hang white sailors for crimes against blacks in order to maintain order. Racist tension onboard Union vessels continued until the end of the war.

The end of the war brought emancipation and suffrage. Suddenly black men could vote. African-Americans achieved something close to equality under the law. It didn’t last more than a decade. White supremacists began asserting control of Southern states during Reconstruction. Once Reconstruction collapsed, the South was free to enact “Jim Crow” laws that restricted rights and disenfranchised hundreds of thousands of African-Americans. “Separate but equal” became the ruling phrase, though only the first of those three words were ever enacted. The Civil War had given African-Americans their freedom, but it would be another 100 years before they were equal under the law.

# CHAPTER 6

## THE JOURNAL OF WILLIAM MACKAY

**PROCLAMATION!!**  
Good People of Massachusetts!  
Do I leave that there are now three  
**SLAVE-HUNTERS**  
**KIDNAPPERS**  
to threaten, looking for their prey.  
GIVE TO US IN A BRAND  
**"DAVIS"**  
EDWARD BARRETT

September 20, 1850  
Congress passes the first bills that make up the Compromise of 1850.  
controversial is the Fugitive Slave Act. A sworn statement by the presumed  
owner is all that is needed to enslave a Negro captured in the North.  
Negroes are not allowed to testify on their own behalf. These measures inflame  
abolitionist sentiment in the North.

March 20, 1852  
Uncle Tom's Cabin is published. The book elicits widespread condemnation  
of slavery in the North and in Europe, while igniting protests from  
pro-slavery defenders.

February 28, 1854  
The Republican Party is formed.  
The party calls for the repeal of the Fugitive Slave Act.

May 30, 1854 - Kansas-Nebraska Act  
Congress passes the Kansas-Nebraska Act.  
All new territories made from former Louisiana Purchase land will decide  
whether or not to be a slave or free state on their own. The act effectively  
nullifies the Missouri Compromise of 1820.



## Chapter 6: The Journal of William MacKay

Dear Kurt,

When last we spoke, you mentioned an interest in acquiring items of singular peculiarity related to the late War Between the States. I discovered an item, a book, that you may find of interest and which I have enclosed.

The book is a journal of one William MacKay, a retired steam engineer of Scots-Irish ancestry. Mr. MacKay passed away two months ago, but he left this most curious of documents. It appears to be a day-by-day account of the major events of the war. Casual perusal shows that the gentleman, God rest his soul, made no personal entries of any sort. He seems only to have been interested in recording events of the War and not in personal reminiscences.

That would be odd in and of itself. What adds to the oddity is that Mr. MacKay was apparently quite blind when he wrote it! His neighbors, with whom I have met, state unequivocally that MacKay was blind with cataracts as of 1848. As you will see for yourself, his penmanship is impeccable. I am at a loss to explain how he knew his place in the book, for there is not a single overwritten line, nor is there a surplus of wasted space!

That is but half the curiosity. Scattered throughout the book are items written in MacKay's hand on foolscap, carefully trimmed, and inserted into the diary. The clippings are nothing but complete fantasy. Yet for some reason Mr. MacKay inserted the clippings in such a way as to construct a chronological record. I can only assume that a friend or neighbor (he has no surviving relatives) clipped the paper for him. The purpose in writing these fantasies, I cannot fathom.

I purchased the diary at an estate sale for a small sum while visiting Cincinnati and I gift this book to you for your collection. I hope you find it as interesting, and curious, as did I.

I am very respectfully yours,

*Roeliff Brinkerhoff*

March 30, 1870



## Chapter 6: The Journal of William MacKay

### September 20, 1850

Congress passes the five bills that make up the Compromise of 1850. The most contentious is the Fugitive Slaves Act. A sworn statement by the professed owner is all that is needed to enslave a Negro captured in the North. Negroes are not allowed to testify on their own behalf. These measures inflame abolitionist sentiment in the North.

### March 20, 1852

*Uncle Tom's Cabin* is published. The book elicits widespread condemnation of slavery in the North and in Europe, while igniting protests from pro-slavery defenders.

### February 28, 1854

The Republican Party is formed. The party calls for the repeal of the Fugitive Slaves Act.

### May 30, 1854

#### Kansas-Nebraska Act

Congress passes the Kansas-Nebraska Act. Each new territory made from former Louisiana Purchase land will decide whether to be a slave or free state on its own. The act effectively nullifies the Missouri Compromise of 1820.

### November 29, 1854

Border ruffians, mostly pro-slavery, cross the border from Missouri into Kansas Territory to cast votes for a Kansas constitutional delegation. A slate of pro-slavery delegates is elected.

### March 30, 1855

Border ruffians once more cross into Kansas, to vote for a territorial legislature. A pro-slavery legislature is elected. Abolitionist immigrants to Kansas create their own shadow government in Topeka.

### November 21, 1855

Slavery proponent Franklin Coleman kills free-state supporter Charles Dow in a property dispute, triggering "Bleeding Kansas." Three homes belonging to pro-slavery families are burned. Tensions increase when the sheriff tries to arrest free-state men implicated in the burning.

### December 1, 1855

Some 1,500 Missourians cross into Kansas to deal with the free-staters, sparking the nearly bloodless Wakarusa

### July 21, 1855

#### Waterproof, Louisiana

*Avis Hanberry is thrown off the steamboat Earnest Young for cheating at cards. Hanberry protests his innocence to no avail. He drew three royal flushes in a row. He won the third hand jacketless and with his sleeves rolled up to show he couldn't cheat.*

War. The Missourians march on Lawrence, Kansas. A peace treaty is signed, and the "war" ends as quickly as it began. Scattered violence follows.

### May 19 - 21, 1856

In response to increased violence in Kansas, border ruffians cross into the state from Missouri. On May 21, the town of Lawrence is sacked and the printing presses are burned.

### May 23 - June 2, 1856

Fanatical abolitionist John Brown, Sr. reacts to the sacking of Lawrence by kidnapping five pro-slavery men and hacking them to death. Two of Brown's sons are captured. On June 2, Brown and his band capture 23 pro-slavery men after a three-hour gunfight known as the Battle of Black Jack. The men are exchanged for Brown's sons.

### July - October, 1856

Violence continues to escalate in Kansas. Federal troops break up the Topeka shadow government on July 4. John

## Chapter 6: The Journal of William MacKay

W. Geary is appointed Kansas' governor. Thousands of border ruffians flood into the state. On August 30, around 300 Missourians burn the town of Osawatomie. The killing continues until October. Geary brokers a fragile peace, broken by intermittent bursts of violence.

### **November 4, 1856**

Northern Democrat James Buchanan, who holds pro-slavery sympathies, is elected president of the United States.

### **March 6, 1857**

The Dred Scott decision. Dred Scott was a slave whose owner took him to the free state of Minnesota. When his owner died, Scott sued his owner's wife for freedom. The case made its way to the Supreme Court.

The Supreme Court finds against Scott. The majority, led by Chief Justice Roger B. Taney, declares that the Supreme Court does not have jurisdiction to hear the case. The court goes on to judge the merits of the case anyway, and declares that the Missouri Compromise conflicts with the Fifth Amendment. The Court considers laws restricting slavery to be unconstitutional.

The South rejoices at the decision, believing that it paves the way for the expansion of slavery. The North condemns the decision as an erosion of state's rights. The Republican Party accuses Taney of collaborating with President Buchanan to dismantle the Kansas-Nebraska Act.

### **August 24, 1857**

The Ohio Life Insurance and Trust Company branch in New York fails due to massive embezzlement. The failure starts a run on banks, sparking an economic recession. The recession hits the Northern industrial states hardest. Along with the reduced Tariff of 1857 on imported goods, which made it harder for Northern products to compete against cheaper foreign imports, economic tensions increase between the North and the South.

### **January 4, 1858**

Congress chooses Kansas' anti-slavery Topeka Constitution for ratification. Buchanan's support of the pro-slavery Lecompton Constitution divides Northern and Southern Democrats.

### **May 19, 1858**

Thirty men led by Charles Hamilton of Georgia cross from Missouri to Kansas. They capture 11 unarmed anti-slavery men and shoot them, killing five in what is called the Marais des Cygnes Massacre. This is the last significant "Bleeding Kansas" incident.

### **August 21 - October 15, 1858**

Abraham Lincoln engages Stephen Douglas in a series of debates during the U.S. senate campaign. Douglas wins the Illinois senate seat that fall, but Lincoln is elevated to national status.

### **October 16 - 18, 1859**

Abolitionist John Brown, who had been involved in "Bleeding Kansas," leads 16 White men and 5 Negroes in an attack on the federal armory in Harper's Ferry, Virginia. Brown's intention is to start a slave revolt. He rounds up several hostages from local farms. When a train rolls into town, Brown's men fire on it, killing Hayward Shepherd, a free Negro. Brown lets the train leave, informing Washington of the raid.

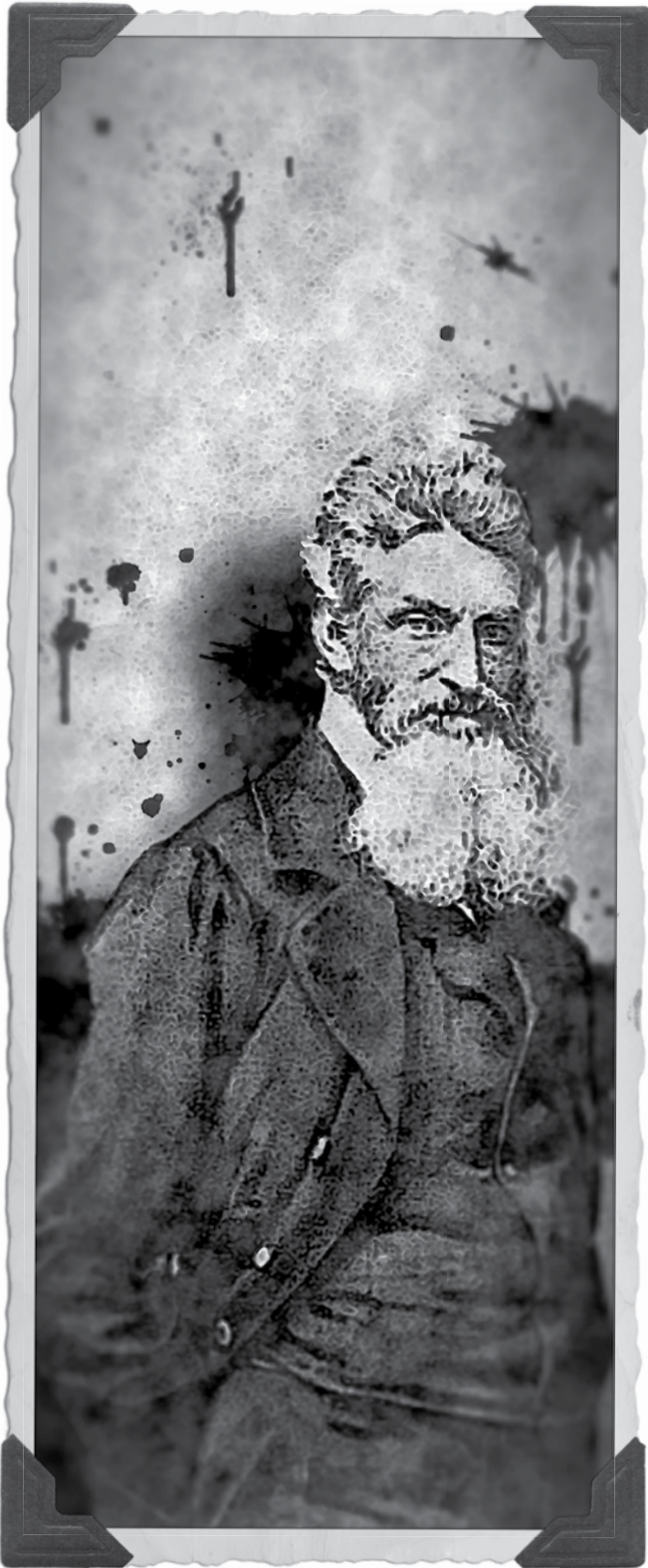
### **March 11, 1858**

#### **Webster, North Carolina**

*Mark Osborne and James Welch are buried. The men, childhood friends, feuded over states rights for two months. Witnesses claim the two men shot each other a total of 21 times, but the local undertaker couldn't find a single bullet hole. They killed each other in a knife fight.*



## Chapter 6: The Journal of William MacKay



Brown's group trades shots with local farmers and militia on October 17. He moves his men and the hostages to a small brick engine house near the armory. U.S. Marines under the command of a respected cavalry officer Lieutenant Colonel Robert E. Lee surround the

engine house on the 18th. A young Army lieutenant by the name of James Ewell Brown ("Jeb") Stuart acts as a messenger between Lee's force and Brown's. The marines storm the firehouse. Brown and six others are captured. Ten of his people are dead, though five escape. The raiders killed four and wounded nine.

### **October 26 - December 2, 1859**

John Brown is tried for treason against Virginia. The trial ends November 2 with Brown found guilty and sentenced to hanging.

Brown's execution takes place on December 2. Cadets from the nearby Virginia Military Institute act as guards against attempts to free Brown. Present is a VMI instructor, Major Thomas J. Jackson, and John Wilkes Booth, a well known actor disguised as a soldier. That morning Brown writes in a final letter, "I, John Brown, am now quite certain that the crimes of this guilty land will never be purged away but with blood." He is hanged at 11:15 a.m. before a crowd of 2,000.

### **April 23 - May 3, 1860**

The Democratic Party meets to choose presidential nominees. They adopt a platform of allowing new territories to vote on the slavery issue for themselves, which prompts many pro-slavery delegates to leave. Stephen Douglas leads after 54 ballots, but there was no clear winner. Incumbent president James Buchanan is considered unelectable and is not on the ballot.

### **May 9, 1860**

The Constitutional Union Party chooses Senator John Bell of Tennessee as their nominee for president.

### **May 16, 1860**

Abraham Lincoln, considered a dark horse candidate, wins the presidential nomination for the Republican Party. Senator Hannibal Hamlin of Maine is his vice presidential running mate. The majority of their platform calls for a halt to the expansion of slavery, but does not call for its abolition.

### **June 23, 1860**

The Democratic Party, with replacement delegates for those who left, chooses Stephen Douglas as their nominee for president.



## Chapter 6: The Journal of William MacKay

**November 12, 1859**

**Tuscahoma, Mississippi**

*Locals reported seeing a strange blue light emanate from a hilltop outside of town. The next morning three escaped slaves from a nearby plantation are found on the hill, badly burned. All three died, but one lived long enough to blame the burning on Teddy Jackson, leader of the local slave patrol. Authorities blame the deaths on lightning.*

**December 26, 1860**

U.S. Army Major Robert Anderson moves his two companies of artillery from Fort Moultrie to Fort Sumter in the harbor of Charleston, South Carolina.

**January 3, 1861**

Delaware rejects a proposal to secede.

**January 9, 1861**

Mississippi secedes from the Union.

An attempt to resupply Fort Sumter fails when South Carolinian militia fire on the supply ship *Star of the West*.

**January 10, 1861**

Florida secedes from the Union.

**January 11, 1861**

Alabama secedes from the Union.

**January 19, 1861**

Georgia secedes from the Union.

**January 26, 1861**

Louisiana secedes from the Union.

**January 29, 1861**

Kansas joins the Union as a free state.

**February 1, 1861**

Texas secedes from the Union.

**February 4 - 9, 1861**

The Convention of Seceding States meets in Montgomery, Alabama. A constitution is adopted on February 8, forming the Confederate States of America. Senator Jefferson Davis of Mississippi is chosen the provisional president of the Confederacy on February 9. Alexander Stephens of Georgia is chosen provisional vice president.

**February 11, 1861**

Abraham Lincoln leaves Springfield, Illinois by train for Washington City.

**February 18, 1861**

Jefferson Davis is inaugurated as provisional president of the Confederacy.

Major General David E. Twiggs voluntarily surrenders his entire command (about 20% of the U.S. army) to the secessionist government in Texas. Twiggs defects to the Confederacy the next day.

**February 22, 1861**

Detective Allan Pinkerton informs Lincoln of a plot to assassinate the president as he travels through Baltimore. He suggests Lincoln slip quietly into the capitol city. Lincoln exchanges his stovepipe hat for a felt hat and a long coat, and boards a train in Harrisburg, Pennsylvania headed for Philadelphia. Once there, he boards a train for Baltimore with only Pinkerton and a bodyguard accompanying him. They stay in a sleeper car Pinkerton had reserved for an "invalid passenger." Once in Baltimore he switches to Camden train station across town unobserved, and then gets on the train for Washington.

**February 23, 1861**

Lincoln arrives in Washington City. The press makes fun of the president's method of arrival. Some of his own supporters openly criticize Lincoln and Pinkerton. It would later turn out that there was a plan afoot to kidnap the president, but Lincoln always believes sneaking into Washington was the worst decision of his presidency.

## Chapter 6: The Journal of William MacKay



### **March 2, 1861**

Texas joins the Confederacy.

### **March 4, 1861**

Lincoln is inaugurated as the 16th president of the United States.

### **February 13, 1861**

#### **Portsmouth, Ohio**

*The Steamboat Idlewild ruptures her boilers and explodes. The crew claims that Lonnie Pearse, one of the boilermen, held a metal plate over the boiler with his bare hands, containing the blast, until the boat could be evacuated. Pearse died in the explosion.*

### **March 11, 1861**

Lincoln orders the *Brooklyn* to land supplies and 200 men at Fort Pickens in Pensacola harbor, Florida. Weeks later, he discovers his orders were not carried out because the captain of the ship had made an informal truce with the Confederates.

### **March 16, 1861**

The territory of Arizona leaves the Union.

### **March 29, 1861**

Lincoln announces to his cabinet that he will not surrender Fort Sumter or Fort Pickens, and that both forts would be resupplied.

Texas Governor Sam Houston is deposed for not taking the oath of allegiance to the Confederacy.

### **April 6, 1861**

Lincoln informs the governor of South Carolina of a peaceful mission to resupply, but not reinforce, Fort Sumter.

### **April 7, 1861**

Lincoln sends fresh orders to reinforce Fort Pickens.

### **April 10, 1861**

Jefferson Davis orders Brigadier General Pierre Gustav Toutant Beauregard, in command of Confederate forces in Charleston, to demand the evacuation of Fort Sumter.

## Chapter 6: The Journal of William MacKay

### April 11, 1861

Beauregard sends Major Anderson a request to surrender Fort Sumter. Anderson declines the request. Beauregard telegraphs Anderson's response to the Confederate capitol in Montgomery. Davis gives Beauregard permission to "reduce the fort."

### April 12, 1861

Beauregard tells Anderson that he will fire on Fort Sumter if Anderson does not surrender or evacuate. Anderson replies with his intention to evacuate by April 15 if not resupplied. Anderson's offer is not accepted. At 4:30 a.m. Confederate artillery fires on Fort Sumter. Two hours later, Anderson orders his second-in-command, Captain Abner Doubleday, to fire back, although only 10 of the fort's 60 guns face Charleston. **The Civil War begins.**

Captain Adams receives his orders to reinforce Fort Pickens. Reinforcements row to Fort Pickens under cover of darkness. The fort would remain in Union hands for the entire war.

### April 13, 1861

After 34 hours of bombardment, Major Anderson surrenders, though the bombardment causes no casualties. By 8:00 p.m. surrender negotiations are complete.

Lincoln calls for 75,000 volunteers to serve for 90 days. Due to a legal loophole, the term of enlistment would not start until Congress convenes on July 4.

### April 14, 1861

Anderson is allowed to fire a 100 shot salute to the flag at Fort Sumter. On the 50th firing, a burning ember causes a powder bag to explode, killing Private Daniel Hough and wounding two others. These are the first casualties of the Civil War. Anderson evacuates the fort and the Confederates capture it.

### April 17, 1861

Virginia secedes from the Union.

Jefferson Davis invites applications for letters of marque and reprisal, permitting privateers to hunt United States merchant ships.

### April 18, 1861

The first troops arrive in Washington City.

Colonel Robert E. Lee is offered command of the

Union's combat troops but he turns down the offer. Lee resigns from the army two days later.

### April 19, 1861

Lincoln declares that privateering will be treated as piracy. He declares a blockade on all Southern ports from South Carolina to Texas. The U.S. Supreme Court later considers this proclamation to be the legal start of the Civil War.

A mob of Southern sympathizers attacks Massachusetts troops marching through Baltimore. The troops fire on the mob. Twelve civilians and four soldiers are killed.

### April 21, 1861

Robert E. Lee becomes the commander of Virginia's military forces.

### April 26, 1861

Thomas J. Jackson is awarded the rank of colonel in the Confederate army and ordered to seize the federal armory at Harper's Ferry.

### April 29, 1861

Maryland decides to remain within the Union.

### May 3, 1861

Lincoln calls for 42,000 troops to serve for a term of three years. Governor Claiborne Fox Jackson of Missouri declares his state for the South.

### May 5, 1861

Lincoln calls for 300,000 men to join volunteer regiments.

### May 6, 1861

Arkansas secedes from the Union.

### May 7, 1861

Tennessee secedes from the Union. Virginia joins the Confederacy.

### May 9, 1861

Queen Victoria declares Britain's neutrality with regard to the Civil War.

### May 10, 1861

Captain Nathaniel Lyon, with 7,000 troops, captures 700 pro-Confederate militia in St. Louis, Missouri. This causes a riot that kills 28 civilians.



## Chapter 6: The Journal of William MacKay

### May 14, 1861

Brigadier General Irvin McDowell receives command of the Union Army of Northeastern Virginia.

### May 18, 1861

Arkansas joins the Confederacy.

### May 20, 1861

Kentucky declares itself neutral.

The Confederate government votes to move the capital from Montgomery, Alabama to Richmond, Virginia.

North Carolina secedes from the Union. Even Unionists vote for secession after the Lincoln administration announces plans to forcibly return seceded states to the Union.

Federal marshals looking for traitors and spies raid telegraph offices throughout the Union. Messages up to one year old are seized.

### May 21, 1861

North Carolina joins the Confederacy.

### May 24, 1861

U.S. Brigadier General Benjamin Butler, based at Fort Monroe in Hampton, Virginia, refuses to hand over Negroes who escaped across his lines. He declares escaped slaves to be “contraband of war” and thus not subject to return.

Union troops occupy Alexandria, Virginia. Colonel Elmer Ellsworth of the First Fire Zouaves seizes a Confederate flag from a hotel. The owner of the flag, James Jackson, kills Ellsworth. Union troops kill Jackson. Both men become early martyrs to their respective sides.

### May 26, 1861

U.S. Major General George McClellan orders 3,000 troops under Brigadier General Thomas A. Morris into western Virginia.

### June 2, 1861

Tennessee joins the Confederacy.

C.S. Brigadier General P.G.T. Beauregard becomes commander of all troops in northern Virginia. Beauregard concentrates his men around Manassas Junction, Virginia.

### June 3, 1861

Senator Stephen Douglas dies in Springfield, Illinois.

The Battle of Philippi. U.S. Brigadier General Thomas Morris attacks 800 Confederates at Philippi, Virginia. The Confederates are caught by surprise and run for Huttonsville, giving the battle the nickname “the Philippi Races.” The first amputations of the war occur after the battle. The battle elevates McClellan’s reputation in the North.

The Confederate privateer CSS *Savannah* captures the USS *Joseph*, but is in turn captured by the USS *Perry*.

### June 8, 1861

Robert E. Lee becomes an advisor to Jefferson Davis.

All Virginia troops are transferred to the Confederate government.

### June 10, 1861

The Battle of Big Bethel/Bethel Church. U.S. Brigadier General Benjamin Butler sends troops from Hampton and Newport News to capture Confederate outposts at Little and Big Bethel. Confederate troops abandoned Little Bethel for entrenchments near Big Bethel Church. Union troops try a frontal assault, but are repulsed and retreat back to Hampton and Newport News. This is the first organized battle of the war, though less than 5,000 men were engaged.

### June 15, 1861

C.S. General Joseph E. Johnston is now in charge of troops around Harper’s Ferry. He orders the troops south to Winchester, Virginia.

### June 20, 1861

Counties in western Virginia secede from the state of Virginia.

### June 30, 1861

Commander Raphael Semmes breaks through the Union blockade of the Mississippi River in his ship the CSS *Sumter*. He begins operations as a commerce raider.

### July 2, 1861

Lincoln suspends the writ of habeas corpus on or near any military line between Washington City and New York City.

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**June 12, 1861**

**Washington City**

*Eighty-three-year-old Jeremiah*

*Wilcox tries to sell to the War*

*Department a machine that can  
predict Confederate troop movements.*

*He is politely refused.*

U.S. Brigadier General Robert Patterson moves into the Shenandoah Valley to pin Joseph Johnston's Confederates in place.

**July 5, 1861**

U.S. Brigadier General Franz Sigel attacks the pro-Confederate force of Governor Claiborne Jackson north of Carthage, Missouri. The outnumbered Sigel is counterattacked, and retreats in good order.

**July 6, 1861**

C.S. Commander Semmes arrives at Cienfuegos, Cuba with seven captured Union ships.

**July 11, 1861**

A force under U.S. Brigadier General Jacob Cox moves into western Virginia under the orders of George McClellan. Brigadier General William S. Rosecrans defeats a Confederate force at Rich Mountain. U.S. Brigadier General T.A. Morris forces the troops under C.S. Brigadier General Robert S. Garnett to retreat from Laurel Hill in western Virginia. Garnett crosses Cheat Mountain the next day, but is killed in an engagement. He is the first general killed in combat.

**July 16, 1861**

U.S. Brigadier General Irvin McDowell moves his army of 30,000 men from Washington City toward Manassas, Virginia. His undisciplined troops move slowly,

straggling. McDowell had argued that his troops were not trained well enough and asked for more time, but politicians in Washington overrule him.

**July 17, 1861**

U.S. Brigadier General Patterson ignores orders to withdraw from Winchester, Virginia. This lets C.S. Brigadier General Joe Johnston retreat toward Manassas.

**July 19, 1861**

C.S. Colonel Thomas J. Jackson arrives at Manassas with his troops.

**July 20, 1861**

Johnston's troops begin arriving at Manassas by train.

**July 21, 1861**

The First Battle of Bull Run/Manassas. Some 35,000 Federals move on 20,000 Confederates under Beauregard and 12,000 under Johnston. Politicians and civilians from Washington City begin arriving near Centreville to witness the coming battle. McDowell's battle plan is inspired, but too complex for his untrained troops. Beauregard shares the Confederate command with the more experienced Johnston.

Both sides begin turning the other's left flank. The Union line holds at Blackburn Ford while the Federal right flank drives the Confederates from Matthews Hill toward Henry Hill. Brigadier General Thomas J. Jackson holds his brigade at the crest of the hill. C.S. Brigadier General Barnard E. Bee cries to his men (perhaps sarcastically), "There is Jackson standing like a stone wall. Let us determine to die here, and we will conquer. Follow me." Bee dies soon after in a charge, but Jackson's men hold on the hill against the Union assault. The Union retreat from the hill starts well, but becomes disorderly and turns into a rout as panic sets in. Troops, horses, and civilians race back to Washington City in the Union's first major defeat of the war. The Union suffers 2,900 casualties, the Confederates 1,900.

**July 22, 1861**

Lincoln pulls McClellan from western Virginia and gives him command of the forces around Washington City.

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**July 25, 1861**

U.S. Major General Nathaniel P. Banks replaces Patterson in the Shenandoah Valley.

U.S. Brigadier General Jacob Cox captures Charleston, Virginia. Western Virginia is now in Union hands.

U.S. Major General John C. Frémont, a famous explorer nicknamed "The Pathfinder," assumes command of the Department of the Missouri.

**July 27, 1861**

George McClellan assumes command of McDowell's army, which is renamed the Army of the Potomac.

**July 28, 1861**

The 7th U.S. Infantry regiment surrenders to Confederate forces at St. Augustine, New Mexico without firing a shot.

**August 10, 1861**

The Battle of Wilson's Creek, Missouri. Brigadier General Nathaniel Lyon's Army of the West intercepts a combined force of Arkansans and Louisianians under Brigadier General James McIntosh and the Missouri State Guard under Sterling Price. Lyons is outnumbered 5,400 to 12,000. Regardless, he splits his force and attacks from two sides. Lyon's wing does well, but the wing under Franz Sigel is repulsed. Lyons is killed, and the Federals fall back. Lyons is the first Union general to die in the war. There are a total of 2,500 casualties in the first major battle west of the Mississippi.

**August 28-29, 1861**

An amphibious force of 2,000 Union troops captures the Confederate shore batteries around Hatteras Inlet, North Carolina.

**August 30, 1861**

U.S. Major General John C. Frémont declares martial law throughout Missouri. He confiscates the property of people he deems have taken up arms against the United States. This includes slaves, which he immediately frees. This amounts to a proclamation of emancipation, which Frémont enacted without consulting Lincoln.

**September 2, 1861**

Six hundred Jayhawker cavalry under Colonel Jim Lane surprises Sterling Price's 6,000 Confederates at Dry

**July 22, 1861**

**Washington City**

*Sergeant Steven Campbell of Company D, 79th New York Highlanders predicted the fate of every man in his company during the battle of Bull Run. At roll call Campbell's predictions turned out to be true. Campbell was found on the battlefield clutching a letter to his wife telling her goodbye. He wrote the letter the night before.*

**August 14, 1861**

**Lexington, Missouri**

*Six-year-old Paul Drum claims his father walked into his room late at night and said goodbye to him. Lawrence Drum was killed at Wilson's Creek four days earlier.*

Wood Creek, Missouri. The outnumbered Jayhawkers are forced to retreat back to Fort Scott, Kansas.

**September 12-15, 1861**

Robert E. Lee launches an assault against Federal forces on Cheat Mountain, western Virginia. Lee's plan is complicated and his subordinates are incompetent. The outnumbered Yankees repulse the Rebels.



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### September 13-20, 1861

The Battle of the Hemp Bales. 12,000 Missouri State Guard under Sterling Price attack 3,500 Federals at Lexington, Missouri, advancing with the help of bales of hemp rolled before them. The Yankees surrender.

### September 22, 1861

Kansas Jayhawkers loot and burn Osceola, Missouri.

### September 25, 1861

Union Secretary of the Navy Gideon Welles announces that the navy would enlist male “contrabands” (escaped slaves) as sailors. Free Negroes had been allowed to serve in the navy for decades.

### October 7, 1861

Frémont sets out from St. Louis, Missouri to confront C.S. Major General Sterling Price.

### October 21, 1861

The Battle of Ball’s Bluff, Virginia. Union troops under Major General Edward Baker unwisely cross the Potomac River and climb Ball’s Bluff, where they are badly mangled by Confederates in nearby woods. The incompetent Baker, a friend of Lincoln’s, dies.

Union troops under Brigadier General M. Jeff Thompson repel attacking Confederates at Fredericktown, Missouri. The Union seizes control of south-eastern Missouri.

### October 24, 1861

U.S. Major General R.S. Curtis is ordered to take over command from Frémont, unless Frémont has secured a victory over Price’s army.

### October 28, 1861

C.S. General Albert Sidney Johnston takes over command of the Army of Central Kentucky. A. S. Johnston is widely considered the best general in the South.

### October 31, 1861

The pro-Confederate government of Missouri secedes from the Union.



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**October 10, 1861**

**Richmond, Virginia**

*Eighty-three-year-old Jeremiah Wilcox tries to sell to the Confederate War Department a machine that can predict Union troop movements. He is politely refused.*

**November 1-2, 1861**

Curtis sends a messenger to Frémont with orders relieving him of command. Frémont arrests the messenger so that he can continue pursuing Price, but Price is already too far away to be caught. Frémont frees the messenger and leaves his command the next day.

**November 6, 1861**

Jefferson Davis is elected president of the Confederate States of America.

**November 7, 1861**

The Battle of Belmont. U.S. Brigadier General Ulysses S. Grant leads a probing force against a Confederate position at Belmont, Missouri, across the Mississippi from Columbus, Kentucky. A Confederate counterattack forces him to retreat, but in good order.

**November 8, 1861**

The USS *San Jacinto* seizes Confederate diplomats James Mason and John Slidell from the British packet steamer *Trent*. This violation of British neutrality, later called the Trent Affair, provokes the British people and brings the Union close to war with Britain.

**November 19, 1861**

Confederate troops under Colonel Douglas Cooper defeat Creek and Seminole Indians fighting for the Union under Chief Opothleyahola at Round Mountain, Oklahoma.

**November 20, 1861**

The pro-Confederate government of Kentucky secedes from the Union.

**November 28, 1861**

The Confederate army in Virginia (confusingly known as the Army of the Potomac) receives the Confederate battle flag, to be used instead of the Stars and Bars in combat.

Missouri's pro-Confederate government joins the Confederacy, though most of Missouri is controlled by the Union.

**November 30, 1861**

Prince Albert, husband of Queen Victoria, rewrites a British government communiqué to Lincoln dealing with the Trent Affair. Albert's revisions defuse tensions between the two nations. Albert dies of typhoid two weeks later.

**December 9, 1861**

Confederates drive Chief Opothleyahola's Creek and Seminoles from their positions along Bird Creek, Oklahoma.

**December 10, 1861**

Kentucky's pro-Confederate government joins the Confederacy.

**January 4, 1862**

The CSS *Sumter* arrives at Cadiz, Spain for repairs. In her brief career she captured 18 merchant ships.

**January 11, 1862**

Following charges of corruption, Lincoln's Secretary of War Simon Cameron resigns. Edwin Stanton replaces him four days later.

**January 18, 1862**

The Confederacy creates the Territory of Arizona.

**January 19, 1862**

C.S. Major General George Crittenden's force attacks Brigadier General George Thomas and his men at Logan's Crossroads, Kentucky. Thomas, a Virginian, beats back the Confederates and drives them back to Murfreesboro, Tennessee.

**February 6, 1862**

17,000 troops under Ulysses S. Grant capture Fort Henry in Tennessee with the help of Union gunboats led by Flag Officer Andrew Foote. Most of the fort's garrison, some 3,000 men, had already evacuated to

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nearby Fort Donelson. The Tennessee River is now in Union hands. Grant's capture of the fort causes Confederates to retreat from Bowling Green, Kentucky.

### February 7, 1862

U.S. Brigadier General Ambrose Burnside leads a successful amphibious landing on Roanoke Island, North Carolina.

### February 8, 1862

U.S. Brigadier General Charles Stone is arrested as a scapegoat for the debacle at Ball's Bluff.

### February 14-16, 1862

Grant's force surrounds Fort Donelson, Tennessee. Union gunboats bombard the fort. John B. Floyd, former U.S. secretary of war and the fort's commander, refuses to let the garrison escape. A surprise attack on the 15th by the Confederate defenders punches a hole in Grant's line. Instead of exploiting the hole with a breakout, Gideon Pillow, Floyd's second in command, tries to destroy Grant's army. Grant recovers, closes the hole and forces the Rebels back into the fort. Floyd, fearing a treason trial if captured, sneaks out of the fort at night with 5,000 troops. Pillow hands the command over to Simon Bolivar Buckner.

Buckner asks for surrender terms on the 16th. Grant replies, "No terms except unconditional and immediate surrender can be accepted." Grant captures 15,000 Confederates. The Union's first major victory makes Grant a national hero. He is nicknamed "Unconditional Surrender" Grant.

### February 20-21, 1862

Brigadier General Henry Sibley defeats Union Troops near the Rio Grande, in the Battle of Valverde, New Mexico.

### February 22, 1862

Jefferson Davis is inaugurated as the president of the Confederate States of America.

### February 25, 1862

Union troops capture Nashville, Tennessee.

The Federal Government in Washington City enacts the Legal Tender Act, issuing \$150 million in paper Treasury bills known as "greenbacks."

### February 28, 1862

Union forces lay siege to strategic New Madrid and Island No. 10 in the Mississippi River.

### March 6, 1862

Sterling Price's 8,000 Missourians, driven from Missouri by Union troops under Samuel Curtis, join with Major General Earl Van Dorn's Confederate Army of the West. Van Dorn marches 55 miles around Curtis' army to attack the Federals from the north.

### March 7-8, 1862

The Battle of Pea Ridge/Elkhorn Tavern. Van Dorn's army attacks Curtis. Much of the first day's battle takes place in a hollow that fills with smoke, obscuring visibility. The Confederates push back the Yankees. The following day Curtis counterattacks with a heavy artillery barrage. Van Dorn withdraws, leaving the Union with the field. Confederates lose 4,600 dead, missing and wounded to the Union's 1,349.

### March 8-9, 1862

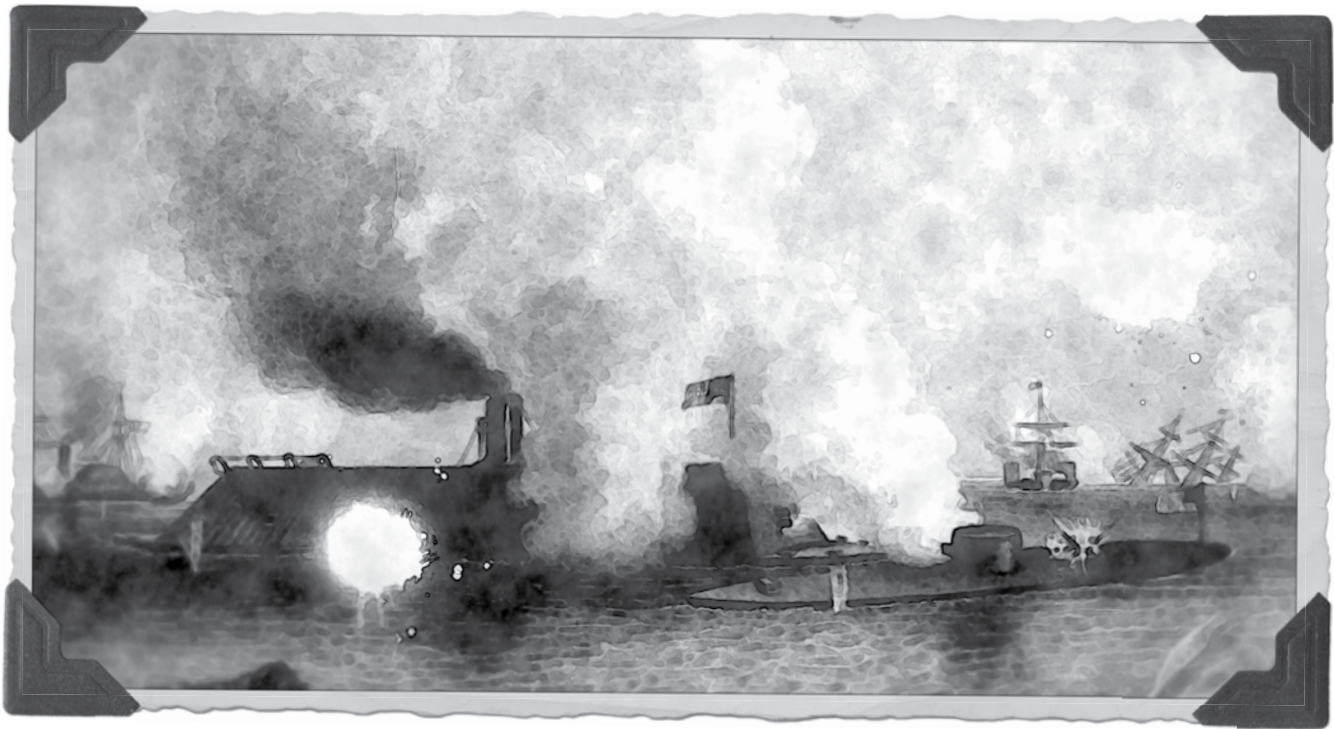
The Battle of Hampton Roads. On March 8, the ironclad CSS *Virginia* (built on the scuttled hull of the steam frigate USS *Merrimack*) slips from its berth in Norfolk, Virginia into the waterway known as Hampton Roads. The *Virginia* sinks the wooden warship USS *Cumberland* and destroys the USS *Congress*, which were part of the force blockading Chesapeake Bay. *Virginia* also damages the USS *Minnesota*. She returns back to Norfolk that evening missing part of her ram and with two guns knocked out (courtesy of the *Cumberland*).

Late at night, a strange metal ship that looks like a "cheese box on a shingle" pulls up beside the *Minnesota*. The next day, when the *Virginia* sails out to engage the wooden fleet, the world's first turreted ship, the USS *Monitor*, intercepts her. They fight for about four hours, with the *Monitor* hit 21 times and the *Virginia* 97 times. Neither ship is badly damaged.

The *Virginia* remains bottled up in Norfolk until it is scuttled two months later. The Union blockade remains in place.



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### **March 14, 1862**

U.S. Brigadier General Ambrose Burnside captures nine forts and 41 guns at New Bern, North Carolina.

New Madrid, on the Mississippi River, falls to the Union.

### **March 17, 1862**

U.S. Major General George McClellan launches his Peninsular Campaign by moving the Army of the Potomac to the tip of the James Peninsula.

### **March 22, 1862**

The British-built *Oreto* leaves Liverpool bound for the Bahamas.

### **March 23, 1862**

The Battle of Kernstown. C.S. Major General Thomas “Stonewall” Jackson attacks 9,000 Yankees with a force half that size in the strategically important Shenandoah Valley. Jackson is repulsed, but the attack scares Washington into believing Jackson’s force is much larger. The administration commits 60,000 troops to the defense of Washington City and the Shenandoah.

### **March 26-28, 1862**

The Battle of Glorieta Pass. Federal troops defeat the Confederates, capturing Glorieta Pass in the Sangre de Cristo Mountains, New Mexico.

### **April 3, 1862**

The U.S. Senate votes to abolish slavery in the District of Columbia.

### **April 5, 1862**

McClellan’s army of over 90,000 men encounter Major General John Magruder’s 13,000 Confederates dug in at Yorktown, Virginia. McClellan is convinced that the Rebels have 100,000 men. Some of Magruder’s “cannons” are actually painted logs. Ignoring Lincoln’s insistence that he move forward, McClellan besieges Yorktown.

### **April 6-7, 1862**

The Battle of Shiloh/Pittsburg Landing. Grant’s force of 30,000 Yankees is camped in and around Pittsburg Landing on the Tennessee River, 25 miles north of Corinth, Mississippi in southern Tennessee. C.S. General Albert Sidney Johnston, after marching for three days, assaults Grant’s troops in a surprise attack. Grant’s officers posted few pickets and those that warned of an impending attack were not believed until it was too late. The initial Rebel assault hits William Sherman’s division on the Union right flank near a church called Shiloh. Then the assault hits the Union center and left flank, which puts up a stiff resistance at the Hornet’s Nest and the Peach Orchard. In the early afternoon Johnston is shot in the leg while shoring up his own army’s right

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flank. He bleeds to death, and command falls to his second-in-command, General P. G. T. Beauregard.

The Union's Hornet's Nest position is forced to surrender in the late afternoon. The exhausted Confederates are unable break Grant's last line of defense, averting a near catastrophe for the Union.

The next day, Major General Don Carlos Buell's Army of the Ohio crosses the Tennessee and reinforces Grant. Grant launches a counterattack against the Confederates, driving them back and forcing them to retreat to Corinth. The Confederates suffered 10,700 casualties to the Union's 13,000. The ferocity of the battle and the sheer number of casualties shocks civilians North and South.

### **April 8, 1862**

Union troops under Major General John Pope capture Island No. 10 in the Mississippi River.

### **April 10-11, 1862**

Union artillery batteries pound Fort Pulaski in the harbor at Savannah, Georgia. The Confederates abandon the fort, allowing the Union to blockade the harbor.

### **April 12, 1862**

Twenty-three Union soldiers dressed as civilians steal a Confederate locomotive in northern Georgia and sabotage parts of the Western & Atlantic Railroad in "the Great Locomotive Chase." The Union soldiers are later captured and eight of them are hanged as guerrillas.

### **April 7, 1862**

#### **Pittsburg Landing, Tennessee**

*Various soldiers of the 13th Tennessee claim Captain Tyrone Grainger, a regimental surgeon, removed bullets and set broken bones without surgical instruments and without causing pain. Captain Grainger is killed by an artillery shell on April 7.*

### **April 16, 1862**

The Confederacy passes the first of three conscription acts.

### **April 16, 1862**

The Union navy bombards Fort Jackson and Fort St. Philip in the Mississippi River southeast of New Orleans.

### **April 21, 1862**

The Confederate Congress passes the Partisan Ranger Act, legalizing partisans and other irregular warfare units.

### **April 24, 1862**

A Union fleet under David Glasgow Farragut rushes past a gauntlet of fire from Fort Jackson and Fort St. Philip, and pushes aside a hastily prepared defensive fleet with a loss of only four ships.

### **April 25, 1862**

New Orleans, the largest city in the Confederacy, surrenders to the Union.

### **April 26, 1862**

Fort Macon falls to Ambrose Burnside's troops.

Fort Jackson and Fort St. Philip, in the Mississippi delta, surrender.

### **April 29, 1862**

Union troops enter New Orleans.

Union forces led by Henry Halleck lay siege to Corinth, Mississippi.

### **April 30, 1862**

Bowing to manpower shortages, the Union's Mississippi Squadron finally allows contrabands to serve onboard ships.

### **May 4, 1862**

U.S. Major General George McClellan finally assaults Yorktown, Virginia, only to find that the Confederate defenders evacuated the night before.

### **May 5, 1862**

The Army of the Potomac takes Williamsburg, Virginia, after Confederate Joe Johnston retreats in good order. McClellan and his army slowly march up the James Peninsula.

### **May 8, 1862**

Stonewall Jackson attacks a Union force at McDowell, Virginia, in the Shenandoah Valley.

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**May 6, 1862**

**James Peninsula**

*Major Thomas Durham, of the 11th Massachusetts writes about a Negro man who showed up in camp early in the campaign and began cooking meals for the regiment, before disappearing that night. The next day he would be waiting for them at their next camp stop. This continued throughout the Peninsular campaign.*

**May 15, 1862**

Due to the rude reception given Union troops by the women of New Orleans, Major General Benjamin Butler, Union military commander in charge of the city, issues General Orders No. 28. Any woman insulting a Union soldier or officer is to be treated as if she were a prostitute. The so-called "Women's Order" earns him the nickname "Beast" Butler and the hatred of the South.

**May 23, 1862**

Reinforced with Major General Richard Ewell's division, Stonewall Jackson attacks the army of U.S. Major General Nathaniel Banks at Front Royal in the Shenandoah Valley. Banks is forced to retreat.

**May 25, 1862**

First Battle of Winchester. Stonewall Jackson attacks Banks south of Winchester, Virginia. The Union force routs north, ending Banks' threat against Richmond.

**May 31 - June 1, 1862**

The Battle of Seven Pines/Fair Oaks. Joe Johnston's army of 75,000 attacks McClellan's two isolated corps

south of the Chickahominy River, totaling 31,500.

Confusion results in only half the Confederate force attacking on time, but it is enough to cause the Federals to retreat. Joe Johnston is seriously wounded early in the evening. Command falls to General Gustavus Smith, whose assaults are easily repulsed. Confederate President Jefferson Davis, who was at the battle site near Richmond with his advisor, Robert E. Lee, replaces Smith with Lee. Lee orders an immediate withdrawal. Confederate casualties are 6,150 to the Union's 5,050.

**June 4, 1862**

Corinth, Mississippi falls to the Union. P.G.T. Beauregard orders Confederates to retreat from Fort Pillow and Memphis.

**June 6, 1862**

Union Flag Officer Charles H. Davis attacks the Confederate River Defense Fleet at Memphis, Tennessee. All but one of the Confederate vessels are destroyed. The Union captures Memphis.

**June 8, 1862**

The Battle of Cross Keys. Thomas "Stonewall" Jackson sends Major General Richard Ewell's division of 5,000 men to confront a Union force of 10,000 under John C. Frémont. Ewell halts Frémont near Cross Keys, Virginia, and slips back toward Port Republic that night.

**June 9, 1862**

The Battle of Port Republic. The bulk of Jackson's force attacks two isolated brigades of U.S. Brigadier General James Shields' army. Jackson launches costly, and futile, frontal assaults before a flanking move forces the two brigades to retreat. Ewell's men arrive and destroy the North River Bridge, cutting the route in front of Frémont's force. The Federal troops retreat, leaving Jackson free to join up with Lee at Richmond. This ended Jackson's Valley Campaign, which saw Jackson's 17,000 men stymie 65,000 Yankees.

**June 12-15, 1862**

C.S. Brigadier General James Ewell Brown "Jeb" Stuart rides around McClellan's army, cutting communication lines and stealing supplies with a force of 1,200 cavalrymen. The ride is a source of embarrassment for McClellan and amusement for the Confederacy.



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**June 3, 1862**  
**New York City**

*Jeremiah Wilcox tries to sell his troop movement prediction device to Horace Greeley, editor of the New York Tribune. Jeremiah is not-so-politely refused.*

**June 17, 1862**

U.S. Major General John Pope assumes command of the newly-created Army of Virginia, pulling together all the forces in the Shenandoah Valley. Frémont resigns in protest and is replaced by Franz Sigel.

**June 25, 1862**

The Battle of Oak Grove. Lee's newly-renamed Army of Northern Virginia halts McClellan's advance in Henrico County, Virginia. This is the first of the Seven Days' Battles.

**June 26, 1862**

The Battle of Beaver Dam Creek/Mechanicsville. In order to relieve pressure on Richmond, Robert E. Lee counterattacks McClellan's 100,000-man Army of the Potomac with his 70,000-strong Army of Northern Virginia. While four of McClellan's corps are south of the Chickahominy River, the corps of Major General John F. Porter is north of the river behind Beaver Dam Creek. Lee throws his army at Porter's corps. The attack is badly coordinated, but with Jackson's men approaching Porter has no option but to withdraw. The Union loses 400 men, the Confederates 1,300.

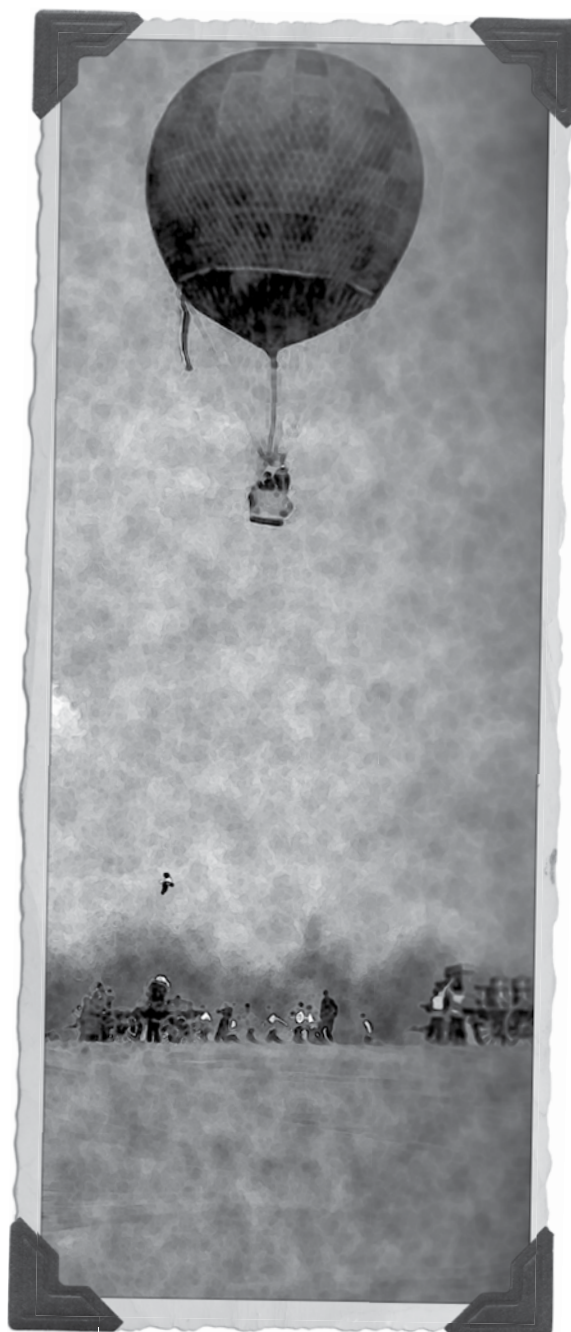
**June 27, 1862**

The Battle of Gaines' Mill. Porter's troops lie on high ground between the town of Cold Harbor and farmer Gaines' farm and mill. Once again, Lee has trouble coordinating his attack. Several assaults are repulsed at high cost. An assault by Brigadier General John Bell

Hood's Texas Brigade at nightfall breaks through the Union line. Porter falls back. Instead of holding ground or counterattacking, McClellan—who still believes he is outnumbered—falls back toward the James River. The Confederates take 8,750 casualties to the Union's 6,800. This is Robert E. Lee's first victory of the Civil War.

**June 29, 1862**

The Battle of Savage's Station. Confederates under Major General John Magruder attack the Army of the Potomac's rearguard, the corps of Major General Edwin "Bull" Sumner, near Savage's Station, Virginia. Sumner



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is able to hold Magruder and the rest of Jackson's force north of the Chickahominy while the Federals continue to retreat through White Oak Swamp.

### June 30, 1862

The Battle of Glendale/Fraser's Farm. Huger's, Longstreet's, and A. P. Hill's divisions of Lee's army converge on the Union army near Glendale. Hill and Longstreet rout a Union division. Union generals Hooker and Kearny counterattack with their divisions, allowing the rest of the Union army to continue the retreat. Franklin's Union corps delays Jackson's forces at White Oak Swamp. The delaying action allows McClellan to dig in on top of Malvern Hill. Combined losses total 6,500 men.

### July 1, 1862

The Battle of Malvern Hill. McClellan's battle line on Malvern Hill is well sited, with 100 artillery pieces available for support. The initial artillery duel silences the Confederate batteries. Regardless, Robert E. Lee sends a series of poorly-coordinated frontal assaults against the Union position. The Confederates fall back bloodied and exhausted. Lee loses 8,500 men to McClellan's 5,300. Even though he won this battle, McClellan retreats to

Harrison's Landing on the James River where Union gunboats protect him. In the coming days McClellan will begin pulling his men from the James Peninsula. The Seven Days' Battles are over, and though Lee lost most of the battles he succeeded strategically by driving McClellan back down the James Peninsula.

The Union introduces the Internal Revenue Act to help pay for the war. Individuals earning more than \$600 a year are taxed, as are the sales of distilled spirits.

### July 11, 1862

Major General Henry Halleck, overall commander of Union forces in the west, is made general-in-chief of the Union army.

### July 13, 1862

Lee starts moving men toward Pope's Union Army of Virginia, while leaving a smaller force to keep McClellan in check.

### July 15, 1862

The ironclad CSS *Arkansas* damages three Union ships at Vicksburg, Mississippi.

### July 17, 1862

U.S. Congress passes the Militia Act and the Confiscation Act. The latter frees all escaped slaves who make it to Union held territory. The former allows "persons of African descent" to volunteer as soldiers. Colored regiments are raised in the next few weeks, including three Louisiana militia regiments that pre-dated the war. Ulysses Grant becomes the overall commander of Union forces in the west.

### July 22, 1862

C.S. General Braxton Bragg moves his Army of Mississippi from Tupelo, Mississippi to Chattanooga, Tennessee by rail through Mobile and Montgomery, Alabama. Lincoln reads an early version of his Emancipation Proclamation to his cabinet.

### July 28, 1862

The ship *Enrica* slips out of Liverpool to take on arms and munitions in the Azores.

### July 29, 1862

Confederate spy Belle Boyd is arrested near Warrenton, Virginia.

### June 27, 1862

#### Gaines' Mill, Virginia

*Captain Christian Palmquist of the Union's engineer corps, aboard one of Thaddeus Lowe's observation balloons, reports seeing a small boy hovering in the air above the treetops behind the Union lines at Gaines Mill. Palmquist, who needed a shot of brandy before ascending, is accused of intoxication. His report is dismissed as nonsense.*



## Chapter 6: The Journal of William MacKay

### August 5, 1862

A Confederate attempt to retake Baton Rouge, Louisiana from the Union fails. The Confederates lose the CSS *Arkansas*.

### August 6, 1862

Brigadier General Charles Stone is released from prison after 189 days. Although blamed for the Ball's Bluff disaster, he was never charged with a crime. It takes him years to clear his name.

### August 9, 1862

The Battle of Cedar Mountain. Major General Nathaniel Banks' 12,000 men stand on Cedar Mountain, Virginia against three divisions under Stonewall Jackson. Jackson causes confusion by keeping his plans to himself and spending hours deploying his artillery. An artillery duel begins the battle while the infantry deploys. Banks launches his attack against the left side of the Confederate line. The attack and the death of C.S. Brigadier General Charles Winder cause the left of the Confederate line to collapse. Jackson personally halts routing troops and the arrival of A.P. Hill's division saves the Confederate positions. Banks withdraws in good order.

### August 14, 1862

McClellan completes his withdrawal from the James Peninsula.

### August 15-16, 1862

The Battle of Lone Jack. A Union force of 800 defeats a Confederate force of 1,600 at Lone Jack, Missouri. The next day, Confederate reinforcements force the Yankees to withdraw.

### August 17, 1862

The *Oreto* is commissioned as the raider CSS *Florida*.

### August 21, 1862

General Braxton Bragg moves his Confederate Army of Mississippi northward out of Chattanooga to begin his Kentucky campaign. U.S. Major General Don Carlos Buell and his Army of the Ohio shadows Bragg's force.

### August 24, 1862

The *Enrica* is renamed the CSS *Alabama* off the coast of the Azores. Captain Raphael Semmes, whose own

### August 6, 1862

#### The James Peninsula

*Major Gordon Toll of the Union Signal Corps claims that on several occasions corporals Sam and Lewis Honacke, two brothers operating separate wigwag signal stations, transmitted messages to each other without the use of flags. On at least two occasions an intermediate station between the brothers was skipped and yet the messages got through quickly and accurately.*

ship, the CSS *Sumter* has been laid up in Gibraltar since April, takes command.

### August 25, 1862

Lee and Pope line up against each other along the Rapahannock River in Virginia. In order to gain the upper hand, Lee breaks with conventional wisdom and splits his army, sending 24,000 men under Jackson around Pope's left flank.

### August 26, 1862

Stonewall Jackson completes the 60-mile maneuver, getting behind Pope. Jackson captures the Union supply depot at Manassas Junction and then camps on the Bull Run battlefield awaiting the arrival the rest of the Army of Northern Virginia.

### August 28, 1862

Belle Boyd, Confederate spy, is released from prison due to a lack of evidence against her.



## Chapter 6: The Journal of William MacKay

### August 29–30, 1862

The Second Battle of Manassas/Bull Run. His supply lines cut, Pope has no option but to attack Jackson. Jackson holds a line near Groveton, Virginia, entrenching in a partly completed railroad cut. Pope sends Generals Heintzelman, Reno, and Sigel against Jackson in poorly coordinated frontal assaults. The Yankees are held off in close fighting, even though some Confederates were forced to throw rocks after they ran out of ammunition.

The next day, the corps of Major General Fitz John Porter—on loan from McClellan's Army of the Potomac—strikes at Jackson, but Jackson's line holds. Meanwhile, Lee and Longstreet join up on the Confederate right flank. Longstreet launches an assault into the Union left flank at 4 p.m. The Union army shatters and retreats, though a force on Henry Hill delays the Confederates and prevents an encirclement. Lee sustained 9,500 casualties to Pope's 14,500.

### September 1, 1862

Major General Jesse Reno's corps conducts a successful rearguard action against Stonewall Jackson's force at Chantilly, Virginia. U.S. Major General Philip Kearney and Brigadier General Isaac Stevens are killed.

### September 2, 1862

Lincoln relieves John Pope of command. He gives McClellan command of all Union armies in Virginia. The Army of Virginia is incorporated into the Army of the Potomac.

### September 4, 1862

Lee begins moving his men north, sidestepping McClellan, toward the Virginia/Maryland border, with the intention of raiding Pennsylvania.

In spite of her captain and most of her crew suffering from Yellow Fever, the CSS *Florida* runs the Union blockade and enters Mobile, Alabama, to a heroes welcome.

### September 5, 1862

The raider CSS *Alabama* captures her first ship.

### September 6, 1862

Robert E. Lee begins moving into Maryland with his army. Meanwhile, George McClellan begins to move his army, keeping it between Washington and Lee's army.

### August 30, 1862

#### Manassas, Virginia

*Lieutenant Brent Misner of the 48th Alabama puts Sharpshooter Private Glen Dollard on report for firing his weapon into the air and not at the enemy. Dollard claims to have shot 15 Yankees that afternoon and that he was afraid of losing his "God-given abilities" if he shot any more than that. Other soldiers testify to Dollard's uncanny accuracy.*

Major General John Pope is given command of the Department of the Northwest and is ordered to quell a Sioux uprising.

### September 9, 1862

Robert E. Lee issues Special Order 191, outlining the movements of his entire army.

### September 13, 1862

The Lost Order. U.S. Corporal Billy W. Mitchell finds three cigars wrapped in a piece of paper in a Maryland field that was recently occupied by Confederate troops. The paper is a copy of Lee's Special Order 191. The order is sent up the chain of command to McClellan, who reportedly cries, "Now I know what to do!" Even still, McClellan starts to have second thoughts. He orders his cavalry to verify Confederate troop movements. McClellan wastes 13 hours before moving on the order.

### September 14, 1862

C.S. Major General Lafayette McLaws captures Maryland Heights, overlooking Harper's Ferry.

## Chapter 6: The Journal of William MacKay

The Battle of South Mountain. McClellan heads toward Lee's stretched out army by crossing South Mountain at Turner's Gap, Fox's Gap, and Crampton's Gap. Major General William Franklin moves slowly against Crampton's Gap. He easily brushes aside the Confederate defenders with his VI Corps, but he allows the Confederates to put up a blocking force. At Fox's and Turner's Gaps U.S. Major General Ambrose Burnside is slow to deploy the IX Corps under Major General Jesse Reno, and the I Corps under Major General Joseph Hooker. They push back the defenders, but C.S. Major General James Longstreet arrives with reinforcements, slowing Burnside until nightfall. Reno is killed in the assault.

C.S. Major General Sterling Price marches into Iuka, Mississippi, near U.S. Grant's base at Corinth, with his Army of the West. He waits for Van Dorn's Army of West Tennessee.

### **September 15, 1862**

The Confederates on South Mountain withdraw to concentrate at Sharpsburg. McClellan follows the Confederates to the near bank of the Antietam Creek, but refuses to attack until his army is concentrated. This gives Lee time to concentrate his army.

Stonewall Jackson captures Harper's Ferry. He leaves A.P. Hill's division behind to parole prisoners, and marches the rest of his command to join Lee at Sharpsburg, Maryland.

### **September 17, 1862**

The Battle of Antietam/Sharpsburg. Major General Joe Hooker's I Corps crossed the Antietam Creek the night before. At 6 a.m. Hooker strikes the left flank of Lee's army under Stonewall Jackson. Jackson counterattacks, pushing Hooker back. Major General Joseph Mansfield's XII Corps reinforces Hooker and heavy fighting erupts around the Dunker Church and the West Woods.

Major General Edwin Sumner's II Corps moves to support Mansfield (who is killed). Three of Sumner's divisions attack the Confederate left, but are forced back a mile to recover. Meanwhile, one of Sumner's divisions attacks a sunken road in the center of the Confederate line, later known as Bloody Lane. The struggle

for Bloody Lane continues until 1:00 p.m., when the Confederates are forced to pull back.

Ambrose Burnside repeatedly attempts to take the Rohrbach Bridge by rushing across it, believing the water to be too deep. These attempts fail until one of his divisions crosses further down the creek and attacks the Confederate right flank. The Confederates withdraw toward Sharpsburg and Burnside begins his advance on the town.

After marching 17 miles in eight hours from Harper's Ferry, A. P. Hill's division slams into Burnside's left flank. Burnside retreats to the Antietam. The battle ends as night falls.

The battle is a tactical draw even though McClellan's 85,000-man army hold a two-to-one advantage in numbers. The Federals suffer over 12,400 casualties, while the Confederates lose 10,300 men. The combined total of 22,719 makes the Battle of Antietam the bloodiest day in American history.

U.S. Major General Ulysses Grant moves the Union Army of the Mississippi under Major General William Rosecrans and three divisions of the Union Army of the Tennessee, under Major General Edward Ord, against Sterling Price.

### **September 19, 1862**

McClellan fails to assault Lee on the 18th, so Lee withdraws from the battlefield in good order. U.S. Major General Fitz John Porter attacks Lee's forces as they try to cross the Potomac near Shepherdstown, Maryland. McClellan declares the battle a Union victory.

Rosecrans and Ord strike Price at Iuka, Mississippi. Price withdraws that evening.

### **September 22, 1862**

Leveraging the Union victory at Antietam, Lincoln issues his Emancipation Proclamation. Unless the Confederacy stops fighting and returns to the Union by January 1, 1863, all slaves in Confederate territory will be freed. Slaves in territory already captured, and in Union states that still allow slavery, are not free. The proclamation gives the Union the moral high ground, and all but guarantees Britain and France will not side with the Confederacy.

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### September 26, 1862

Matthew Brady displays an exhibit titled “The Dead of Antietam” at his New York studio. Brady takes the credit, though his hired photographers took most of the photographs. This is the first time in history that the dead appear in battlefield photographs.

### September 30, 1862

Confederate forces defeat the Army of Kansas at Newtonia, in southwest Missouri.

### October 2, 1862

Abraham Lincoln visits McClellan at Antietam in an attempt to get him to move against Lee’s Army of Northern Virginia. Lincoln calls the Army of the Potomac “McClellan’s bodyguard.”

### October 3, 1862

Second Battle of Corinth. Sterling Price and Earl Van Dorn attack Corinth, Mississippi with 22,000 men. Rosecrans’ entrenched Yankees outnumber the Confederates. Rosecrans is forced back but his men do not rout. The assaults end at nightfall.

### October 4, 1862

The Second Battle of Corinth. Union troops continue to give up ground without routing. Eventually the Confederates retreat after suffering twice as many casualties as the Yankees.

Braxton Bragg and Kirby Smith install a pro-Confederate Governor of Kentucky at Frankfort. Union forces shell the city, disrupting the ceremony. Bragg withdraws to join the bulk of his army.

Union gunboats force the surrender of the port of Galveston, Texas.

### October 8, 1862

The Battle of Perryville. Buell confronts a portion of Braxton Bragg’s army near Perryville, Kentucky. Buell thinks he is engaging all of Bragg’s army, while Bragg thinks only a small portion of Buell’s army is in front of him. This causes both commanders to act cautiously. Buell’s army seizes the high ground but then halts to reorganize. Confederates under Major General Leonidas Polk cross a river then climb a bluff, driving into the center of the Union line with heavy losses, but forcing

back the Yankees. Men from the Union left flank stabilize the line. A Confederate attack on the Springfield Pike is repulsed. The Confederates retreat into Perryville, pursued by the Yankees. Buell himself was unaware of the battle until late in the afternoon due to an acoustic shadow, thus a third of his army was unengaged.

That evening, even though the Confederates had the better part of the battle, Bragg orders a retreat because his left flank is threatened. Buell suffers 4,200 casualties to Bragg’s 3,200.

### October 19, 1862

Bragg’s army leaves Kentucky through the Cumberland Gap, ending his campaign to secure Kentucky for the Confederacy. Union troops dog his rearguard for two weeks.

### October 24, 1862

Due to his inability to aggressively pursue and defeat Bragg, Don Carlos Buell is removed from command of the Army of the Ohio and replaced by Major General William S. Rosecrans.

### October 26, 1862

McClellan’s army finally begins to move into Virginia. It soon grinds to a halt.

### October 28, 1862

The French banking house, Emile Erlanger & Company, sells Confederate bonds worth \$15 million. The bonds can be exchanged for cotton after the war at a favorable rate, assuming the Confederacy wins the war.

### October 29, 1862

The 1st Kansas Colored Volunteer infantry regiment engages several hundred Confederate partisans in skirmishing at Island Mound, near Butler, Missouri. This is the first time Negro troops engage in combat during the Civil War.

### October 30, 1862

The U.S. Navy offers a \$500,000 reward for the capture of the CSS *Alabama*. By this point the *Alabama* has burned 20 ships, including a dozen whalers.

### November 4, 1862

The last of the mid-term elections are over. Democratic Party governors are elected in several key states, but the



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Republicans retain control of the U.S. House of Representatives and the Senate.

### **November 6, 1862**

Major Generals James Longstreet and Thomas Jackson are promoted to lieutenant general, and Confederate army commanders are now legally able to form corps. Robert E. Lee had been getting around this restriction by having Longstreet and Jackson command informal “wings” within his Army of Northern Virginia.

### **November 7, 1862**

After an abortive attempt by McClellan to pursue Lee, Lincoln sacks McClellan and replaces him with Major General Ambrose Burnside.

### **November 8, 1862**

Amidst charges of corruption, Major General Nathaniel Banks replaces Benjamin Butler as military commander of New Orleans, ending the tenure of “Beast” Butler.

### **November 17, 1862**

Burnside’s troops begin arriving at Falmouth, Virginia, across the Rappahannock River from Fredericksburg. Burnside’s movement is a decisive one, except that the pontoon bridges necessary to cross the river have not yet arrived.

### **November 18, 1862**

Robert E. Lee orders Major General Jeb Stuart’s cavalry and Longstreet’s corps to Fredericksburg, Virginia.

### **November 24, 1862**

Burnside’s pontoon bridges start to arrive at Falmouth, Virginia. The last of the boats arrive on the 27th.

### **December 1, 1862**

Jackson’s corps arrives at Fredericksburg.

### **December 7, 1862**

The Battle of Prairie Grove. C.S. Major General Thomas C. Hindman uncharacteristically digs in at Prairie Grove, Arkansas, near Fayetteville. U.S. Brigadier General Francis J. Herron attacks Hindman after his troops endure a grueling forced march. The attack is repulsed, but then Major General James G. Blunt appears and hits the surprised Confederates. Hindman is forced to withdraw under cover of darkness, giving up northwest Arkansas to the Federals.

C.S. Major General John Hunt Morgan leads a cavalry attack against the Union garrison of Hartsville, Tennessee. The garrison surrenders, allowing raiding into western Tennessee and Kentucky.

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### December 11, 1862

Burnside throws his pontoon bridges across the Rapahannock River at Fredericksburg, Virginia. Lee's movements during the past two weeks discouraged Burnside from alternate plans, and Burnside believes Lee's center is weak. Confederate sharpshooters drive off Union combat engineers, but the 7th Michigan regiment crosses in boats and secures the far bank. The bridge is completed and the Army of the Potomac starts moving into Fredericksburg.

### December 12, 1862

Union troops occupy and loot Fredericksburg, Virginia.

### December 13, 1862

The Battle of Fredericksburg. Ambrose Burnside's Army of the Potomac, with 150,000 men, moves against Lee's 85,000 at Fredericksburg, Virginia. U.S. Major General William B. Franklin begins the assault on Lee's right flank with his Left Grand Division (consisting of two corps) at 8:30 a.m. Franklin's assault is timid, though the division of Major General George G. Meade breaches Stonewall Jackson's line. Jackson counterattacks. Without reinforcements, Meade is forced back. Franklin ends the attack.

At noon, troops from Major General Edwin Sumner's Right Grand Division begin assaulting Longstreet's

troops dug in along Marye's Heights. Rough ground and Confederate artillery make it difficult for more than one brigade to advance at a time. Wave after wave of Union brigades crash against Marye's Heights, where the Confederates are partially dug in along a stone wall lining a sunken road. Fourteen assaults fail to dislodge the Confederates. In one of the most lopsided battles of the war, Burnside loses 12,500 men to Lee's 5,000, with most of Lee's losses coming from Jackson's corps.

### December 15, 1862

C.S. Major General Nathan Bedford Forrest crosses the Tennessee River with four regiments of cavalry to begin two weeks of raiding.

### December 17, 1862

Ulysses Grant issues General Order No. 11 expelling all "Jews" from his military district, in an attempt to end problems with cotton speculators. Lincoln later rescinds the order, but it haunts Grant for the rest of his career.

### December 20, 1862

Grant sends Major General William T. Sherman across the Mississippi River, through swampy land, to assault Vicksburg's bluffs from the north.

### December 26, 1862

U.S. Major General William Rosecrans, hearing that some of Bragg's troops were shifted to reinforce troops in Vicksburg, moves his Army of the Cumberland out of Nashville, Tennessee toward Murfreesboro.

In the aftermath of a Dakota Sioux uprising, 38 Indians are hanged in Mankato, Minnesota in the largest mass execution in U.S. history. Originally 303 Sioux were condemned, but Lincoln commuted the sentences of 265.

### December 29, 1862

The Battle of Chickasaw Bayou. Rebels in the Walnut Hills stop Sherman's assault on Vicksburg. Sherman falls back across the river with 1,700 casualties. Grant realizes an assault on Vicksburg from the north will not work.

### December 30, 1862

Rosecrans places his army in a line outside of Murfreesboro, Tennessee. Braxton Bragg moves his renamed Army of the Tennessee to meet Rosecrans.

### December 13, 1862

#### Fredericksburg, Virginia

*Sergeant Kirkland of the 2nd South Carolina goes over the stone wall and gives water to Federal soldiers wounded in the attack on Marye's Heights. When he returns, Kirkland mentions seeing "ghost lights" on the battlefield. He believes he saw the souls of the dead rising up to heaven.*



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### December 31, 1862

The USS *Monitor* sinks off Cape Hatteras in heavy seas.

The Battle of Stones River/Murfreesboro. Both Rosecrans and Bragg plan to attack the other army's right flank, but Bragg launches his attack first, at dawn. Seven Confederate brigades hit two Union brigades. The Federals conduct a fighting retreat, their line bending but not breaking. Repeated Confederate assaults drive the Union line back as much as two miles. At the end of the day, Bragg wires Confederate President Jefferson Davis that the Union army is in retreat.

C.S. Major General Joseph Wheeler circles around Rosecrans' army with his cavalry. Wheeler captures 1,000 men and four supply trains.

### January 1, 1863

Lincoln's Emancipation Proclamation goes into effect at midnight.

Bragg is surprised to see that instead of retreating, Rosecrans' Army of the Cumberland is still in place. There is no fighting but Rosecrans improves his position.

Confederate gunboats attack the Union blockading force at Galveston, Texas. All Union ships are sunk, run aground, or driven out to sea. Confederate troops under Major General John Magruder assault the city, forcing the surrender of the Union troops there.

### January 2-3, 1863

The Battle of Stones River/Murfreesboro. Both armies span the Stones River, with the bulk of their armies on the west side. Bragg orders Major General John C. Breckinridge, the former U.S. vice president, to attack a Union division on a hill on the east side of the river. Breckinridge protests, but eventually leads the assault. The attack, made in part by Confederate Kentuckians, drives the Federals from the hill. Union artillery on the west bank cuts the Kentuckians to pieces. A Union counterattack throws back the Confederates. Over the course of the battle there are a total of 23,500 casualties (10,250 Rebels and 13,250 Yankees), a sum greater than Shiloh and Antietam.

The next day Rosecrans receives supplies and reinforcements. Bragg, worried that the freezing rain would raise the level of Stones River and split his army, retreats after dark.

### January 11, 1863

The CSS *Alabama* destroys the USS *Hatteras* off the coast of Galveston.

### January 16, 1863

The CSS *Florida* breaks out of Mobile Bay.

### January 20-22, 1863

Burnside tries to outflank Lee's position at Fredericksburg, Virginia by marching up the Rappahannock River. Rains turn the roads into a quagmire, dubbing the maneuver the Mud March. Burnside is forced to turn back and return to his Falmouth camps.

### January 25, 1863

Major General Joseph "Fighting Joe" Hooker replaces U.S. Major General Ambrose Burnside as head of the Army of the Potomac.

### January 4, 1863

#### Murfreesboro, Tennessee

*Lester Sale of the 20th Louisiana dies of wounds suffered at Stones River. A surgeon discovered that most of his guts had been blown out by canister fire and couldn't understand how he managed to march away from the battle. Members of his company say he was engrossed in a book on the way to the battle and continued to read it on the march back to Murfreesboro. He died after closing the book and setting it down beside him in his tent.*



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### January 29, 1863

The U.S. Army massacres over 380 Indians of the Shoshone tribe in Idaho.

### January 30, 1863

Grant formulates a plan to dig a canal on the Louisiana side of the Mississippi that will let his supply ships and gunboats skirt around Vicksburg. Though the project occupies Union troops for several weeks, it is eventually abandoned.

### January 31, 1863

Confederate ironclad rams sink two Union ships blockading Charleston, South Carolina and disperse the rest of the fleet.

### February 3, 1863

A Confederate force tries to dislodge Union troops at Fort Donelson, Tennessee but is driven off by fire from nearby gunboats.

The Union gunboat *Queen of the West* captures three steamers on the Mississippi intent on supplying the Confederate garrison at Port Hudson, Louisiana.

### February 9, 1863

The Union blows a levee north of Vicksburg, flooding the Yazoo Pass. They send an expedition down the pass to outflank Vicksburg.

### February 14, 1863

After several successful raids on the Mississippi, the *Queen of the West* is damaged by Confederate batteries and is abandoned.

### February 20, 1863

Mass rallies in London and Liverpool, England show support for the Emancipation Proclamation.

### February 24, 1863

Confederates raise the *Queen of the West* and use it to run down and ground the gunboat USS *Indianola*.

### February 25, 1863

Robert E. Lee sends Longstreet and his corps to North Carolina in order to forage for food and protect the North Carolina coastline.

### March 3, 1863

The U.S. government issues the first Conscription Act.

### March 6, 1863

The Confederate government passes an impressments law, allowing army officers to take food from farmers at a set purchase price.

### March 8, 1863

John Singleton Mosby, a Confederate partisan ranger, raids Fairfax Court House, Virginia with 29 men. He captures U.S. Brigadier General Edwin Stoughton, 33 other Federals and 53 horses. Stoughton was in charge of finding and capturing Mosby.

### March 11, 1863

The Yazoo Pass expedition encounters Fort Pemberton on the Tallahatchie River near Greenwood, Mississippi. The expedition is repulsed.

### March 13, 1863

The Yazoo Pass expedition is repulsed a second time.

The Confederacy's ammunition laboratory on Brown Island, Richmond, Virginia, explodes, killing 43 women and children workers.

### March 14, 1863

#### Fredericksburg, Virginia

*Colonel Francis Hearse of the 50th Georgia writes in his diary that Company D of his regiment is never wanting for food. Yesterday they had fresh bacon and bread. This morning it's eggs and roast chicken. He has no idea where they are foraging this food, as this part of Virginia is played out. The men in the company claim it is due to the resourcefulness of a man in their regiment, Private Hallett.*

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### **March 16, 1863**

The Yazoo Pass expedition is repulsed a third time. The expedition is abandoned the next day.

### **March 17, 1863**

Union cavalry under Brigadier General W. W. Averell cross the Rappahannock River in Virginia at Kelly's Ford and clash with Confederate cavalry under Jeb Stuart. The two sides retire in good order. On this day, the Union cavalry fought as well as Confederate cavalry.

### **April 2, 1863**

Several hundred women march in Richmond, protesting the high price of bread. They disperse when Jefferson Davis threatens to order the militia to fire on them. Newspapers make no mention of the riot.

### **April 13-16, 1863**

C.S. Lieutenant General James Longstreet lays siege to Union held Suffolk, Virginia.

### **April 16, 1863**

Union steamships run past Vicksburg on the night of the 16th and morning of the 17th. The transports meet up with Grant's troops on the Louisiana side of the Mississippi south of Vicksburg.

### **April 17, 1863**

U.S. Colonel Benjamin Grierson leads a force of three cavalry regiments and several artillery batteries out of LaGrange, Tennessee down into Mississippi. His raid draws attention from Grant's campaign against Vicksburg. Grierson eventually travels 600 miles into Mississippi and Louisiana before crossing back into Union territory near Baton Rouge on May 2. His raid damages bridges and railroads behind Vicksburg, and eventually ties up 20,000 Confederate troops.

### **April 27, 1863**

U.S. Major General Joe Hooker sends three corps up the Rappahannock River, Virginia to slip behind General Robert E. Lee's Army of Northern Virginia. He leaves a force behind at Falmouth to pin Lee's men at Fredericksburg.

### **April 29, 1863**

Major General George Stoneman crosses Kelly's Ford, Virginia, to raid behind Robert E. Lee's lines. Stone-



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man's mission is to cut Lee's supply line and force Lee to retreat from Fredericksburg ahead of Hooker's force.

Seven Union ironclads fire on Confederate batteries at Grand Gulf, Mississippi.

### **April 30, 1863**

Hooker's movement is successful, and his troops begin to concentrate at Chancellorsville, Virginia. Hooker's force would eventually reach about 75,000 men, with another 40,000 kept back at the Rappahannock River near Fredericksburg.

Grant begins ferrying troops across the Mississippi River from Louisiana to Mississippi.

### **May 1, 1863**

Battle of Chancellorsville. Lee splits his army and sends the greater portion of it to engage Hooker at Chancellorsville. Meanwhile, Hooker starts moving toward Fredericksburg. The two armies collide in the woods near Chancellorsville and heavy fighting ensues. Hooker is determined to fight a defensive battle, so he falls back and waits for reinforcements.

Stonewall Jackson and Robert E. Lee meet to discuss strategy. Jackson proposes sending his corps around through the wooded area known as The Wilderness to strike Hooker's left flank. Lee agrees with the plan.

Grant pushes past Confederate defenders at Port Gibson, Mississippi. Breaking with military convention, Grant abandons his lines of communication and heads inland.

The Stainless Banner is adopted as the Confederate national flag.

### **May 2, 1863**

Battle of Chancellorsville. As Hooker digs in, Stonewall Jackson's corps moves around Hooker's flank. Major General Dan Sickles' corps spots Jackson and assumes Lee's army is withdrawing. Sickles harasses the rear of Jackson's corps, but does little to stop Jackson. Late in the afternoon Jackson crashes into Hooker's right flank. Even though the XI Corps, under Major General Oliver O. Howard was warned to protect his flank, Jackson completely surprises it. The XI corps routs. The attack is too late in the day to be utterly decisive, though Hooker's line is now bent in a loop.

While reconnoitering in the growing darkness, Stonewall Jackson is accidentally shot by his own troops. He is carried from the field. A. P. Hill takes over for Jackson, but he, too, is wounded and command falls to Jeb Stuart. Jackson's left arm is amputated.

### **May 3, 1863**

Battle of Chancellorsville. Lee and Stuart assault Hooker's line numerous times but it holds after fierce fighting. A Confederate shell hits a pillar on a veranda where Hooker is standing. Hooker is hit in the head and suffers a concussion. Major General Darius Couch takes over, temporarily. Hooker, in a daze, awakens and orders the army to prepare to withdraw across the Rappahannock.

Second Battle of Fredericksburg. Major General John Sedgwick's VI Corps crosses the Rappahannock and successfully assaults the Confederates on Marye's Heights. Sedgwick slowly moves toward Lee. Major General Jubal Early delays Sedgwick at Salem Church and forces Sedgwick back toward the Rappahannock.

### **May 4, 1863**

Battle of Chancellorsville. Early and two divisions of reinforcements assault Sedgwick, but Sedgwick holds. That night Sedgwick begins retreating across the Rappahannock.

### **May 5, 1863**

Battle of Chancellorsville. Hooker retires his army back across the Rappahannock. The movement is completed in the early morning of May 6. Hooker loses 17,000 men. Lee loses fewer men (12,800) but Lee's losses represented a greater percentage of his army.

Major General Ambrose Burnside arrests Clement L. Vallandigham, the leader of the pro-Confederate Copperheads in Ohio, for treason.

### **May 6, 1863**

Clement Vallandigham is found guilty of treason and sentenced to two years in a military prison.

### **May 7, 1863**

Stoneman's cavalry cross the Rappahannock at Kelly's Ford. His raid was a failure and did little to help Hooker. Hooker later replaces Stoneman with Alfred Pleasanton.



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### May 9, 1863

C.S. General Joe Johnston is ordered to take command of Confederate field troops in Mississippi and march to the aid of Lieutenant General John C. Pemberton, commander of Confederate troops in Vicksburg. Johnston concludes that he can't rescue Pemberton and tells Pemberton to escape from Vicksburg.

### May 10, 1863

C.S. Lieutenant General Thomas J. Jackson dies from his wounds. His last words are, "Let us cross over the river and rest under the shade of the trees."

### May 12, 1863

The Battle of Raymond. A Confederate force under Brigadier General John Gregg slows, but can't stop, Major General James McPherson's XVII Corps at Raymond, Mississippi.

### May 8, 1863

#### Falmouth, Virginia

*Colonel William. Penrose, 12th  
New Jersey Infantry, Brooks'  
Division, VI Corps writes a letter  
of commendation for Sergeant  
Derrick Cutshall. Cutshall is the 12th  
New Jersey's color bearer. He held  
his ground throughout the battle at  
Salem's Church without wavering  
or flinching, even when every  
other member of the color party fell  
wounded or killed. Penrose adds that  
God must have been with Cutshall  
that day, as he survived the battle  
without a scratch.*

### May 14, 1863

The Battle of Jackson. Union troops under Major General James McPherson and Major General William Sherman engage Brigadier General John Gregg's rearguard at Jackson, Mississippi. Gregg slowly gives way as Joe Johnston evacuates Mississippi's state capitol. Once Johnston's men are clear, Gregg retreats, leaving Jackson to the Union.

### May 16, 1863

The Battle of Champion Hill. Pemberton defends Champion Hill, which lies between Jackson and Vicksburg, Mississippi. Grant's superior numbers crush a confused Confederate army, forcing Pemberton to retreat toward Vicksburg.

### May 17, 1863

Battle of Big Black River. Pemberton's last chance to stop Grant is a failure. He falls back to Vicksburg.

### May 18, 1863

Siege of Vicksburg. Pemberton's army retreats into Vicksburg, Mississippi. Grant lays siege to the city, capping off a brilliant campaign. Grant will bombard and assault the city for six weeks.

### May 19, 1863

Lincoln commutes Clement L. Vallandigham's treason sentence and banishes him to the Confederacy.

### May 21, 1863

Battle of Plains Store. Union troops under Major General Nathaniel P. Banks move out from Baton Rouge and engage Confederates south of Port Hudson, Louisiana. The Confederates are forced to retreat. Confederate reinforcements slow down the Federals before they, too, are forced to retreat.

### May 27, 1863

Siege of Port Hudson. U.S. Major General Nathaniel Banks begins his siege of Port Hudson. Banks has 30,000 men to C.S. Major General Franklin Gardner's 7,500 men trapped within the fortified town. Banks' assault this day is uncoordinated. His men pull back with heavy losses. Though unsuccessful, the assault is notable for the bravery shown by the colored 1st and 3rd Louisiana Native Guard regiments, originally New Orleans militia units that now fight for the Union.

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### May 30, 1863

Robert E. Lee reorganizes his Army of Northern Virginia into three corps under Lieutenant Generals Richard S. Ewell, A. P. Hill, and James Longstreet.

### June 1, 1863

Major General Ambrose Burnside closes the *Chicago Times* for publishing disloyal statements. Lincoln revokes the closure three days later.

### June 5, 1863

Lee prepares his army for another invasion of the North. He moves part of his army to Culpepper, Virginia while leaving the rest at Fredericksburg. Jeb Stuart's cavalry corps also congregates at Culpepper.

### June 9, 1863

The Battle of Brandy Station. U.S. Major General Alfred Pleasanton's cavalry slips across the Rappahannock and attacks Jeb Stuart's cavalry around Brandy Station, Virginia. Brigadier General John Buford's division meets strong resistance north of Fleetwood Hill, with much of the fighting conducted dismounted. Brigadier General David Gregg's division encounters less resistance until they charge Fleetwood Hill, where they are met in the nick of time by one of Stuart's brigades. A small Confederate force delays another Union division at Stevensburg. The fight for the hill swirls throughout the day until the Federals withdraw. It is the largest cavalry battle of the war. Jeb Stuart claims victory, but he is severely criticized in the Southern press for being surprised. Union cavalry gave as good as they got, proving that they were now the equals of Southern horsemen.

### June 10, 1863

Lee begins his move north toward Pennsylvania. His objective is the Pennsylvania capitol of Harrisburg, and possibly Philadelphia, Baltimore, and Washington City.

### June 14, 1863

Second Battle of Winchester. Lieutenant General Richard Ewell proves himself by successfully driving Yankee troops out of the fortifications north of Winchester, Virginia.

Siege of Port Hudson. U.S. Major General Nathaniel Banks is repulsed for a second time with heavy casualties.

### June 9, 1863

#### Brandy Station, Virginia

*Captain Leroy Waiters of the 12 Virginia Cavalry writes home to his wife to let her know he survived the battle. Near the end, he mentions a Sergeant Brimmer of his company who lost three horses that day but survived without a scratch. In one case he saw a horse take a musket ball to the head but kept on moving for many minutes. After Brimmer dismounted, the horse fell dead.*

### June 16, 1863

The vanguard of Lee's army crosses the Potomac River.

### June 20, 1863

The new state of West Virginia enters the Union.

### June 24-26, 1863

U.S. Major General Rosecrans and C.S. General Bragg pinned each other in place in Tennessee ever since the Battle of Stones River. Now Rosecrans' Army of the Cumberland launches an attack against Bragg's position along the Duck River in Tennessee at Hoover's Gap. After two days of light fighting, Bragg retreats to Tullahoma, Tennessee.

### June 25, 1863

C.S. Major General Jeb Stuart begins his cavalry raid around the Army of the Potomac. His plan is to disrupt the Union army's communications. Unknown to Stuart, Hooker's army has already started moving north. Stuart's raid will rob Lee of intelligence as to the whereabouts of the Union army.



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**June 28, 1863**

Jeb Stuart captures 125 Union supply wagons near Rockville, Maryland. Though Lee's army needs the supplies, the wagons slow Stuart.

As Lee continues to move his army into Pennsylvania, Hooker shadows him, keeping his Army of the Potomac between Washington City and the Army of Northern Virginia. Hooker requests the troops defending Harper's Ferry, as he feels they are in jeopardy of being overrun. Henry Halleck refuses, in a move de-

signed to insult Hooker. Hooker offers his resignation by way of an ultimatum. It is accepted. Major General George Meade becomes the new commander of the Army of the Potomac.

**June 30, 1863**

Stuart clashes with Union cavalry at Hanover, Pennsylvania as he attempts to move north and connect with the Army of Northern Virginia.

Union cavalry occupy Gettysburg, Pennsylvania while Robert E. Lee orders his Confederate troops to converge at Gettysburg.

**June 22, 1863**

**Vicksburg, Mississippi**

*Seventeen-year-old Patricia Whiteaker writes a disturbing anecdote in her journal. She and her family were huddled in the caves at Vicksburg during the siege. That morning she came across a young boy alone in one of the smaller caves. He said his name was Zachary, but would not give a last name. He was dirty, and had been keeping busy by digging. In a nearby box Patricia found a grotesque collection of human ears. Zachary claimed he took them from Union soldiers, and that if he took enough maybe they would stop bombarding the town.*

**July 1, 1863**

The Battle of Gettysburg. C.S. Major General Henry Heth's division of A. P. Hill's corps moves on Gettysburg, Pennsylvania. Heth is stopped northwest of the town by Union cavalry under Brigadier General John Buford. Buford delays the Rebels long enough for the Union I and XI Corps under Major General John Reynolds to arrive. Reynolds, considered one of the Union's best generals, is killed. Lieutenant General Richard Ewell's corps arrives, and the weight of the Confederate force routs the XI Corps through Gettysburg and forces the I Corps to retreat. The I and XI Corps take up positions on Cemetery Hill, Cemetery Ridge and Culp's Hill as reinforcements arrive.

The Confederates move onto Seminary Ridge, parallel to Cemetery Ridge, and capture the town. Lee asks Ewell to take Culp's Hill, but Ewell's men are exhausted and the Yankees have entrenched. Stuart arrives at Lee's headquarters, but too late to be of much assistance.

The Battle of Cabin Creek. The 1st Kansas Colored Infantry drives off a Confederate force led by Cherokee Indian Colonel Stand Watie at Cabin Creek, Oklahoma.

C.S. General Braxton Bragg withdraws from Tullahoma, Tennessee.

**July 2, 1863**

The Battle of Gettysburg. Meade's army is reinforced through the night. His force will eventually number 90,000 to Lee's 80,000. The Union line forms a fishhook shape, running from Culp's Hill in the northeast to Cemetery Hill in the northwest, and down Cemetery Ridge.



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James Longstreet's corps joins Hill's and Ewell's corps, though his division under Major General George Pickett is still to arrive. Lee orders Longstreet to attack the Federal left flank. Longstreet's troops take a roundabout way to move into position due to the presence of a Union signal station on a large hill called Little Round Top.

U.S. Major General Dan Sickles moves his corps out of the line into an advanced position. Before he can be ordered to move it back, Longstreet's troops strike the position. Hood's division of Longstreet's corps heads toward Little Round Top. Major General Gouverneur K. Warren, Meade's engineer, sees the importance of the hill and orders troops from Sykes V Corps to defend it. Sykes' men hold Little Round Top, though with heavy losses. Sickles' men are cut to pieces at the Peach Orchard and Devil's Den, and Sickles loses a leg, but the Union line holds. Ewell attacks Cemetery Hill and Culp's Hill in the early evening, but can only gain a toehold before the sun sets.

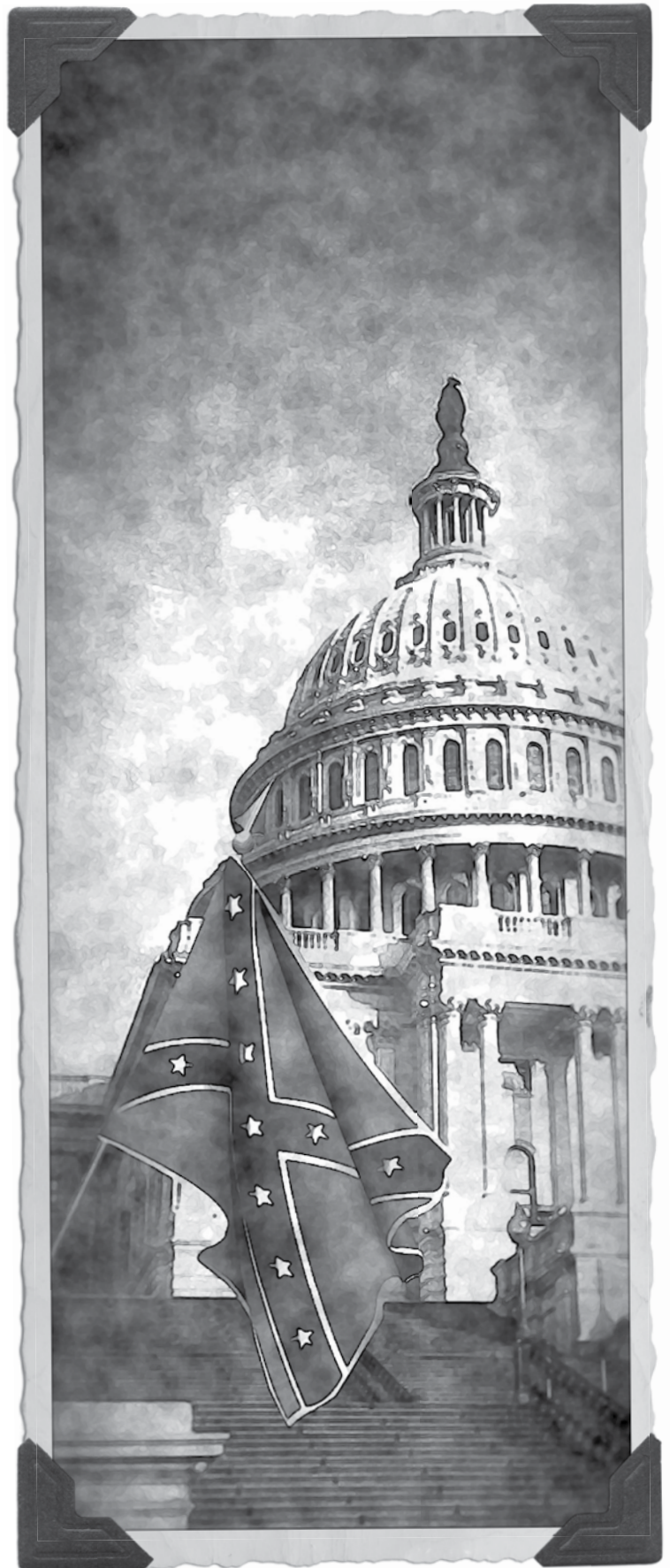
C.S. Major General John Hunt Morgan sets out to raid the rear of Rosecrans' army with 2,500 partisans.

### July 3, 1863

The Battle of Gettysburg. Lee orders a frontal assault by Longstreet's corps, reinforced by Hill, to coincide with another attack by Ewell on Culp's Hill. Longstreet prepares to outflank the Union line, but Lee stops him and forces a frontal assault on the Union center. By this time Ewell has already begun his attack, which is beaten off in sharp fighting. At 1 p.m. the Confederate guns open up on Cemetery Ridge. The Union guns stop firing back to conserve ammunition and give the appearance of being silenced. At 3 p.m. Longstreet orders George Pickett to begin the assault. Union artillery blasts the Confederate formations as they cross 1,400 yards of open fields. A portion of the assault hits the Union line, but it is repulsed. The Confederates fall back to Seminary ridge with heavy casualties.

An attempt by Stuart to get behind the Federal lines is blocked by Federal cavalry in a large engagement east of Gettysburg.

Total Union casualties are about 23,000, while total Confederate casualties are 20,000 in the bloodiest battle of the war.



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**July 2, 1863**

**Gettysburg, Pennsylvania**

*An unknown Confederate soldier working in the hospital set up in the United Presbyterian Church is shot and collapses on the steps. During the night, someone cuts off his head and removes it. No one saw the deed, nor does anyone find the man's head.*

C.S. Lieutenant General John Pemberton hoists white flags at Vicksburg. The siege has taken its toll on soldiers and civilians, and Pemberton gives in to the inevitable. He delays finalizing surrender terms, believing that Grant will give better terms on the 4th of July.

**July 4, 1863**

The armies face each other at Gettysburg but the only conflict is light skirmishing. Rain rolls in and Lee's army retreats during the night. Union troops will shadow Lee for almost two weeks, attacking his rear-guard but never seriously threatening his move back to Virginia. Meade is later criticized for not pursuing Lee aggressively.

Vicksburg, Mississippi formally surrenders. Grant paroles Pemberton's army.

Confederates under Major General Theophilus Holmes attack Helena, Arkansas to relieve pressure on Vicksburg, but are driven off.

Braxton Bragg arrives at Chattanooga, Tennessee, having abandoned Middle Tennessee.

**July 8, 1863**

C.S. Major General John Hunt Morgan defies orders and crosses from Kentucky into Indiana.

**July 9, 1863**

After learning of the fall of Vicksburg, C.S. Major

General Franklin Gardner surrenders his Port Hudson garrison. The Union now controls the Mississippi River.

**July 11-16, 1863**

Anti-draft protests erupt across the North. In New York City rioters burn the draft office. Five days of rioting follow. Negroes are targeted, 11 are lynched, the Colored Orphans Asylum is burned, and hundreds of Negroes flee the city. Twenty thousand troops enter the city. Eighty-two rioters, two policemen and eight soldiers are killed.

**July 13, 1863**

Morgan crosses into Ohio pursued by Union cavalry.

**July 17, 1863**

Battle of Honey Springs. U.S. Major General James Blunt defeats the Confederate 1st Brigade, Native American at Honey Springs, Oklahoma.

**July 18, 1863**

A Union force assaults Fort Wagner on Morris Island, near Charleston, South Carolina. The assault is spear-

**July 4, 1863**

**Gettysburg, Pennsylvania**

*Lieutenant Colonel John R. Lane of the 26th North Carolina writes home from a field hospital of an incident on July 1. After arriving at the hospital with a face wound, Lane was placed beside an unknown Georgia officer who lay in a state of delirium. Around 1 p.m. the officer said, in a clear voice, "There now, there now. Vicksburg has fallen. General Lee is retreating and the South is whipped."*



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headed by the colored 54th Massachusetts regiment. The assault is repulsed with heavy casualties. The 54th's Colonel Robert Gould Shaw is killed in the assault.

### July 19, 1863

Morgan and 400 of his men evade capture by the Federals at Buffington Island, Ohio.

### July 26, 1863

Union cavalry finally capture Morgan and the rest of his rangers as they attempt to cross the Ohio River.

### August 1, 1863

Belle Boyd is once again imprisoned for spying.

### August 5, 1863

The Confederate submarine *H. L. Hunley* arrives in Charleston.

### August 8, 1863

Due to ill health and his defeat at Gettysburg, Robert E. Lee offers to resign as head of the Army of Northern Virginia. Jefferson Davis refuses the offer.

### August 19, 1863

Conscription resumes in New York City.

### August 21, 1863

Guerrillas under William Quantrill sack Lawrence, Kansas, partially in retaliation for the attack on Osceola, Missouri the previous year. They murder almost every adult male they find. By the time they leave, 150 civilians are dead and 200 buildings are destroyed.

### August 24, 1863

The *H. L. Hunley* tries to sink the USS *New Ironsides* in Charleston harbor with a towed torpedo, but fails.

### August 25, 1863

The *Hunley* sinks when the steamer she is moored beside pulls away unexpectedly. Five of her crew drown.

U.S. Brigadier General Thomas Ewing issues General Order No. 11. The order forces the evacuation of everyone living in four western Missouri counties that border Kansas. These counties are considered the ones most likely to harbor bushwhackers like Quantrill. Most people are forced west and south, though Unionists are allowed to move to Union camps in Missouri. Whole towns and villages are depopulated and razed.

### September 5, 1863

C.S. Lieutenant General James Longstreet and his corps are ordered west to reinforce Braxton Bragg's Army of Tennessee.

### September 6-8, 1863

Union forces finally take Fort Wagner and Battery Gregg in Charleston harbor. A combined infantry and marine assault on Fort Sumter fails.

### September 8, 1863

U.S. Major General William Rosecrans moves his army south of C.S. General Braxton Bragg's army at Chattanooga. Bragg abandons Chattanooga in response.

### September 18, 1863

The Union's Army of the Cumberland under Rosecrans skirmishes with the Confederate Army of Tennessee under Braxton Bragg along Chickamauga Creek, Georgia.

### September 19-20, 1863

Battle of Chickamauga. A Union division attacks what it thinks is a small portion of Bragg's army. The woods hide the fact that Bragg's entire army is very close to Rosecrans' force. The fighting between Rosecrans' 62,000 men and Bragg's 65,000 is bloody but inconclusive. C.S. Major General John Bell Hood of Longstreet's corps almost splits the Union line, but reinforcements plug the gap.

The next day Bragg's men attack the corps of U.S. Major General George Henry Thomas, a Virginian fighting for the Union. Thomas' men are too well positioned for Bragg to make any headway. At 11 a.m. Rosecrans receives erroneous information that a gap has formed in Thomas' line. He pulls the division of Major General Thomas Woods out of the line to plug the non-existent hole, which leaves a real gap in the line. As luck would have it, at about the same time Longstreet launches three divisions into this gap. The Union line shatters and most of it routs, with the exception of Thomas' corps.

Thomas makes a stand on Snodgrass Hill. He holds off Bragg as the rest of the army retreats to Chattanooga. Thomas withdraws that night. His stand earns



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**September 20, 1863**

**Chickamauga Creek, Georgia**

*Private Wesley Pitts of the 44th Mississippi tells of coming under heavy fire by a lone gun from a Michigan battery after the rest of the Federals retreated. The gun was put out of action a few minutes later.*

*Later that day he comes across a man from the 9th Mississippi Battalion Sharpshooters who claims he was the one who silenced the gun.*

*Even more incredible, he swears the gun was operated by a single Yankee, the rest all having died or Skedaddled, who moved "faster than the eye could follow." The Sharpshooter killed the Yankee with a lucky shot while the man was sighting the cannon.*

him the Medal of Honor, and the nickname "Rock of Chickamauga."

Rosecrans loses 16,000 men and Bragg loses 18,000. Chickamauga is second only to Gettysburg in the number of casualties.

**October 2, 1863**

U.S. Major General Joe Hooker and 20,000 men arrive at Bridgeport, Tennessee to reinforce Rosecrans, who is besieged at Chattanooga.

**October 5, 1863**

The CSS *David*, a spar torpedo boat, damages the USS *New Ironsides* in Charleston Harbor.

**October 6, 1863**

Lieutenant Colonel William Quantrill comes across a partially completed Union fort at Baxter Springs, Kansas. He catches the fort off guard when he assaults it with half his men. The colored regiment stationed at the fort holds off the raiders. Meanwhile, Quantrill and the rest of his force attack a wagon train heading for the fort. Included in the wagon train is the drunk U.S. Major General James Blunt. Blunt escapes, but Quantrill massacres 105 Union soldiers in cold blood.

**October 9, 1863**

Lee tries to move around Meade's flank to threaten Washington City. Meade realizes what Lee is trying to do and withdraws toward his supply base at Centreville, Virginia.

**October 10, 1863**

C.S. President Jefferson Davis arrives at Bragg's camp in order to quell the dissent among Bragg's senior officers that has been building since Perryville.

**October 14, 1863**

The Battle of Bristoe Station. C.S. Lieutenant General A. P. Hill encounters two Union corps retreating near Bristoe Station, Virginia. Hill orders Major General Henry Heth's division to attack, but Heth can't deploy quickly enough. An impatient Hill orders his men forward, believing that most of the Union troops have crossed Broad Run. Suddenly thousands of Union troops appear and attack Hill from several directions at once. Hill pulls back, and Meade completes his withdrawal to Centreville, where he is too strong for Lee to attack.

**October 15, 1863**

The *H. L. Hunley* sinks a second time, killing her crew including her inventor. Efforts are made to raise her.

**October 17, 1863**

Ulysses Grant relieves Rosecrans and places Thomas in command of the Army of the Cumberland.

**October 18, 1863**

Davis leaves Bragg's headquarters, but the dissent remains.

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### October 19, 1863

As Lee pulls back from Manassas Junction, Union cavalry under Brigadier General Judson Kilpatrick pursues. C.S. Major General Jeb Stuart ambushes Kilpatrick at Buckland Mills. The Union cavalry runs off, pursued by Stuart in what becomes known as the "Buckland Races."

### October 23, 1863

Grant arrives in Chattanooga.

### October 28-29, 1863

The Battle of Wauhatchie/Brown's Ferry. Confederate forces trying to stop supplies from getting to the Army of the Cumberland attack Union troops defending Brown's Ferry in a rare night action. Hooker's reinforcements hold the ferry, and the Confederates withdraw. The supply route called "the Cracker Line" is open.

### November 4, 1863

Bragg sends Longstreet's corps against U.S. Major General Ambrose Burnside's force in East Tennessee.

### November 16, 1863

The Battle of Campbell's Station. Burnside and Longstreet head to Campbell's Station along parallel roads. Burnside gets to the crossroads 15 minutes ahead of Longstreet. Burnside's troops block the Confederates and move into Knoxville, Tennessee, where they dig in.

### November 19, 1863

Abraham Lincoln gives his famous "Gettysburg Address" during the dedication of the national cemetery in Gettysburg, Pennsylvania.

### November 23, 1863

The Battle of Chattanooga. Union troops cross the Tennessee River at several points, and some troops begin to scale Lookout Mountain. U.S. Major General Philip Sheridan captures Orchard Knob in front of Missionary Ridge.

### November 24, 1863

The Battle of Chattanooga. Joe Hooker's men dislodge Bragg's Confederates on Lookout Mountain, the left flank of Bragg's army, in "the Battle Above the Clouds." On Bragg's right, U.S. Major General William T. Sher-

man advances on Missionary Ridge only to stall in a ravine between Orchard Knob and the ridge.

Longstreet lays siege to Burnside's men in Knoxville, Tennessee.

### November 25, 1863

The Battle of Chattanooga. Sherman's attack on Missionary Ridge grinds to a halt. U.S. Major General George Thomas attacks the center of Missionary Ridge as a diversion. Against Grant's orders, Thomas' troops take it upon themselves to charge up the ridge. Bragg placed his men poorly on the crest of the ridge, so their guns could not depress down the ridge's slope. Thomas' men hit Bragg's center and rout it off the ridge. Bragg is forced to retreat toward Atlanta.

### November 27-December 2, 1863

The Battle of Mine Run/New Hope Church. U.S. Major General George Meade attempts to outflank C.S. General Robert E. Lee south of the Rapidan River. He skirmishes with Lee near New Hope Church, Virginia. After losing 1,200 casualties, Meade withdraws.

### November 30, 1863

C.S. General Braxton Bragg resigns as commander of the Army of the Tennessee.

### December 1, 1863

Belle Boyd, who is sick with typhoid, is released from prison.

### December 2, 1863

#### Mine Run, Virginia

*Private Byron Long of the 4th Virginia survives a musket wound with only a bruise. This is the fifth time since Gettysburg that Long was hit in combat. Each time a gold coin he keeps in his breast pocket for good luck absorbs the shot.*



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### December 9, 1863

Faced with Union reinforcements, Longstreet ends his siege of Knoxville.

### December 14-15, 1863

The Battle of Bean's Station. Longstreet pushes U.S. Brigadier General J. M. Shackelford's force of 4,000 men out of Bean's Station, Tennessee. The next day Longstreet finds Shackelford too well dug in to attack, so he retreats to winter quarters in Russellville.

### December 16, 1863

C.S. General Joseph E. Johnston assumes command of the Army of the Tennessee.

U.S. Major General John Buford, one of the heroes of Gettysburg, dies of typhoid.

### January 2, 1864

Major General Patrick Cleburne writes a letter advocating enlisting free Negroes and slaves into the Confederate army. Jefferson Davis and the Confederate government reject the proposal.

### February 14, 1864

C.S. Lieutenant General Leonidas Polk retreats from Meridian, Mississippi, leaving the town open to U.S. Major General William Sherman. Sherman destroys railroad track and equipment in the town.

### February 17, 1864

The *H. L. Hunley* sinks the USS *Housatonic* with a spar torpedo. The *Hunley* also sinks, with the loss of her crew.

### February 20, 1864

The Battle of Olustee. A Union force under Brigadier General Truman Seymour encounters entrenched Confederates at Olustee, Florida. Union attacks are repulsed, and the Federals retreat to the coast at a cost of over 1,800 casualties, many from the 8th Regiment, U.S. Colored Troops.

### February 28, 1864

Dahlgren's Raid. Union cavalry under Brigadier General George A. Custer create a diversion so that troops under Brigadier General Judson Kilpatrick and Colonel Ulric Dahlgren can raid Richmond, Virginia. Dahlgren's raid is supposed to free prisoners at Belle Isle in Richmond.

### March 6, 1864

#### Washington City

*Sixty-nine-year-old Josephine Westhouse, a free woman of color, dies of natural causes. Josephine volunteered as a nurse in the worst of Washington's hospitals. Even though she was present during numerous disease outbreaks, she never took sick even once. She claimed it was due to the sassafras tea she constantly drank.*

### March 1, 1864

Kilpatrick makes it to Richmond, but withdraws after a skirmish when Dahlgren doesn't show up on time.

### March 2, 1864

Confederates ambush Dahlgren's force; Dahlgren is killed. Confederates find a copy of Dahlgren's orders to his men on his body. According to the orders, his men were to assassinate C.S. President Jefferson Davis and put Richmond to the torch. Meade and Lincoln later deny any knowledge of Dahlgren's orders to his troops.

The U.S. Senate confirms Ulysses Grant's promotion to Lieutenant General. Grant becomes commander-in-chief of all armies of the United States and the first man to hold the rank since George Washington.

### March 12, 1864

Halleck voluntarily resigns as General-in-Chief, allowing Grant to hold that position. Halleck becomes Grant's chief-of-staff.

U.S. Major General Nathaniel Banks launches his Red River campaign from St. Martinsville, Louisiana. Admiral David Dixon Porter's fleet heads up the Red River toward Alexandria, Louisiana.



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### March 16, 1864

Porter's gunboat fleet captures Alexandria, Louisiana. Banks' infantry catches up nine days later.

### March 28, 1864

Banks moves his troops from Alexandria toward Shreveport, the provisional capitol of Louisiana, supported by Porter's gunboats on the Red River.

### April 3, 1864

Brigadier General Frederick Steele moves his force south in Arkansas to support Banks' Red River campaign and to divert Confederate troops.

### April 7, 1864

C.S. Lieutenant General James Longstreet is ordered to leave Tennessee and rejoin Robert E. Lee's Army of Northern Virginia.

### April 8, 1864

Battle of Mansfield/Sabine Crossroads. C.S. Major General Richard Taylor forms a defensive line along the road leading to Shreveport at the town of Mansfield, Louisiana. Banks probes the line, but does not attack. Although outnumbered, Taylor attacks Banks, driving back the Yankees and forcing a retreat.

The U.S. Senate passes a resolution approving the 13th Amendment to the U.S. Constitution, abolishing slavery.

### April 9, 1864

The Battle of Pleasant Hill. Taylor attacks Banks at Pleasant Hill, south of Mansfield. Taylor routs Banks' left flank, but the right and center hold, forcing Taylor to retire. Nevertheless, Banks retreats toward Alexandria, ending his attempt to take Shreveport.

### April 10-13, 1864

The Battle of Prairie D'Ane. U.S. Brigadier General Steele clashes with C.S. Major General Sterling Price at Prairie D'Ane, Arkansas. Steele eventually forces Price to withdraw, and captures Camden, Arkansas.

### April 12, 1864

Nathan Bedford Forrest attacks 557 Union troops at Fort Pillow, Tennessee with 2,500 of his own men. After an initial attack he orders the fort to surrender unconditionally, which the fort refuses to do. Forrest's men overrun the fort, driving the Yankees down the bluff to

the river. Two hundred and sixty-two of the Federals are colored troops, but only 60 Negroes survive. Forrest's men are accused of massacring colored troops and some white troops after they surrendered.

Low water levels ground Porter's gunboats at Pleasant Hill Landing, Louisiana. C.S. Brigadier General Tom Green fires on the boats from the riverbanks. Return fire from Federal troops and the gunboats kills Green and drives off his men.

### April 13, 1864

Hastily constructed dams on the Red River raise the water level enough to float Porter's gunboats.

### April 17, 1864

Grant forbids all prisoner exchanges until the Confederates agree to one-to-one exchanges and agree to treat white and colored troops equally. This policy severely limits exchanges and paroles, straining Southern manpower. As prison conditions deteriorate, thousands of prisoners on both sides die of disease and starvation.

### April 17-20, 1864

Confederate forces, including the ironclad CSS *Albemarle*, drive off Union ships and capture Plymouth, North Carolina.

### April 30, 1864

After two Confederate raids cost Steele almost 440 wagons of supplies, Steele has no option but to retreat from Camden to Little Rock, Arkansas, instead of trying to link up with Banks in Louisiana. Confederate forces attack him as he tries to cross the Saline River at Jenkins' Ferry, but he successfully crosses the swollen river.

### May 3, 1864

U.S. Lieutenant General Ulysses S. Grant moves the Army of the Potomac over the Rapidan River, Virginia, launching his Overland campaign. Major General George Meade is still the commander of the Army of the Potomac while Grant is in charge of all Union armies, but Grant is the mastermind behind the campaign and travels with the army.

### May 4, 1864

The Union Army of the Potomac, with 118,000 men, moves into the wooded area known as The Wilderness

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**April 30, 1864**

**Southern Tennessee**

*Four men from Nathan Forrest's command report being kept awake at night by a colored Yankee soldier slipping into their camp. Two of them are hospitalized after falling off their horses. A third deserts. The fourth shoots himself, writing that he couldn't take another night without sleep. No one else heard the man, nor did any pickets see anyone slipping in or out of camp.*

just west of the Chancellorsville battlefield. Confederate General Robert E. Lee moves his forces to intercept. Lee's Army of Northern Virginia numbers 61,000.

U.S. Major General George Thomas moves his Army of the Cumberland east from Ringgold, Georgia, launching Sherman's Atlanta campaign.

**May 5-6, 1864**

The Battle of the Wilderness. C.S. Lieutenant Generals Richard Ewell and A. P. Hill attack the Army of the Potomac down two different roads. The fighting rages through the dense forest until evening, with neither force able to punch through the Union line. That night the underbrush catches fire and hundreds of wounded soldiers burn to death.

Both sides attack the next day. The Federals almost break through the Confederate line, but Longstreet's reinforcements plug the gap, and force a withdrawal. Longstreet launches a surprise flanking attack on the Union left. The Union line almost breaks, but dense foliage slows Longstreet. Longstreet is removed from

the field when Confederate troops accidentally shoot him. Reinforcements shore up the Union line. Fighting continues until nightfall, when the Union right flank almost routs in panic. Grant's determination and fresh troops stop the rout. Grant's losses are 17,000 compared to Lee's 8,700.

Union Major General Benjamin Butler lands 33,000 men at Bermuda Hundred, Virginia. Opposing him are 18,000 Confederates under Beauregard, with only 2,000 defending Petersburg, Virginia. Instead of striking at Petersburg, Butler's men dig in and probe the Confederates.

**May 7, 1864**

Grant moves the Army of the Potomac away from Lee but, to the cheers of his troops, instead of retreating across the river he moves South around Lee's right flank, headed for Spotsylvania Court House. Lee beats him there and forms a strong defensive line. The line bulges on high ground in the center, forming a salient called the Mule Shoe.

**May 9-10, 1864**

The Battle of Spotsylvania. A Confederate sharpshooter kills U.S. Major General John Sedgwick near Spotsylvania. His last words are, "They couldn't hit an elephant at this distance."

U.S. Colonel Emory Upton leads an assault on the Mule Shoe that temporarily breaks through the line before he is pushed back.

The next day, U.S. Major General Gouverneur Warren's corps attacks the Mule Shoe but is driven back. Colonel Upton leads another assault with four waves of troops advancing at a run. These new tactics work, piercing through the Confederate line, but Upton is forced to retreat when reinforcements don't arrive in time. A third assault is repulsed with heavy losses.

**May 11, 1864**

The Battle of Yellow Tavern. A Union cavalry raid against Richmond, Virginia defeats Confederate cavalry at Yellow Tavern. Jeb Stuart dies in the battle.

**May 12, 1864**

The Battle of Spotsylvania. U.S. Major General Winfield Scott Hancock's corps rushes the Confederate

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**May 11, 1864**

**Spotsylvania, Virginia**

*Without warning, Brigadier General Thomas Kyle appears before Lieutenant Colonel Reichard, of the 143rd, Pennsylvania. General Kyle presents orders transferring Private Robert Fitton and three other men to "Kyle's Independent Heavy Artillery" guarding Washington City. Two weeks after the transfer, Reichard uncovers papers honorably discharging the four men from the army. There is no record of a "General Kyle" or his heavy artillery regiment.*

salient and breaks through, capturing 3,000 troops. Lee throws reinforcements into the hole. What follows in the driving rain are 20 hours of some of the hardest fighting of the war, much of it at point blank range.

Union Major General Benjamin Butler moves toward Petersburg, Virginia.

**May 14, 1864**

The Battle of Spotsylvania. Grant moves Warren's corps from his right flank to his left flank. Warren fails to attack.

The Battle of Resaca. C.S. General Joe Johnston beats back Sherman's attack at Resaca, Georgia.

**May 15, 1864**

The Battle of New Market. Four thousand Confederates under Major General John Breckinridge halt the advance

of U.S. Major General Franz Sigel's corps of 10,000 men at New Market, Virginia. Sigel retreats to Strasburg.

The Battle of Resaca. Sherman attacks again, with little success. However, his battle line threatens Johnston's supply line, so Johnston withdraws.

**May 16, 1864**

The Battle of Spotsylvania. Grant moves troops from his left flank back to his right and attacks with two corps. The Confederates fight off the assault.

Twenty thousand Confederates under Beauregard, led by Ransom's division, attack Union Major General Benjamin Butler's force at Proctor's Creek. Several Union regiments rout in the fog. The demoralized Federals retreat to Bermuda Hundred, where they are held in place by a smaller Confederate force.

**May 19, 1864**

The Battle of Spotsylvania. C.S. Lieutenant General Richard Ewell tries to turn the Union right flank, but his attack is repulsed. The Union loses 18,000 men in the battle. The Confederates lose 12,000.

**May 20-21, 1864**

Grant moves his army to his left to try and get around Lee's army. The next day Lee takes up a defensive position along the North Anna River.

**May 23-24, 1864**

The Battle of North Anna. A. P. Hill launches piecemeal attacks against the Army of the Potomac and is driven back. Union troops fail to break Lee's line the following day. Grant realizes his army is in a tenuous position, but

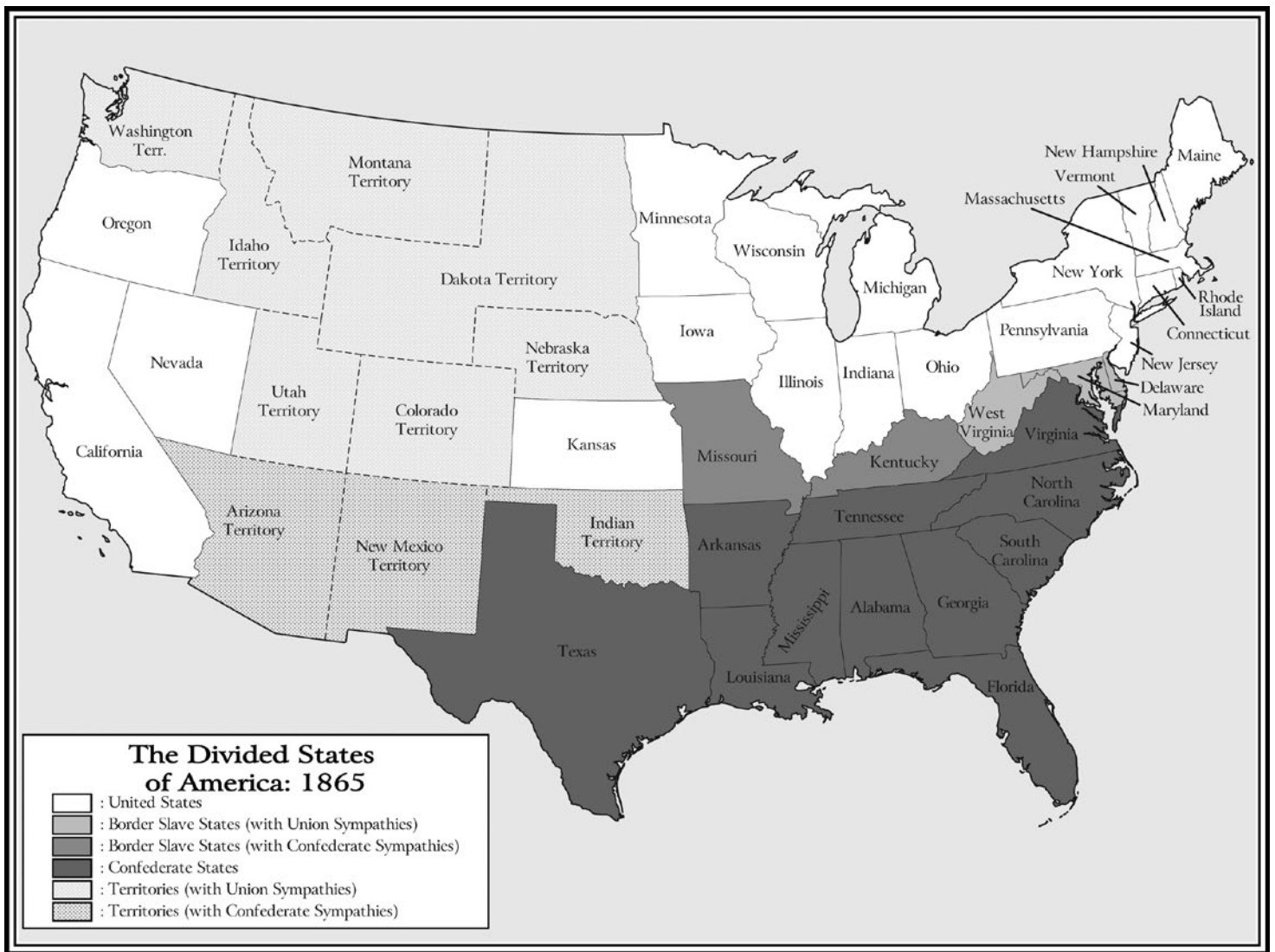
**May 14, 1864**

**Spotsylvania, Virginia**

*Soldiers from the 62nd Pennsylvania report 10 comrades killed by Confederate artillery shot even when the cannonballs landed more than 20 yards away. None of the dead had any visible wounds.*



## Chapter 6: The Journal of William MacKay



Lee (who spends most of the day in bed due to illness) misses the opportunity to crush the Yankees.

### **May 25-26, 1864**

Grant steals a march on Lee and the Army of the Potomac moves toward Richmond.

The Battle of New Hope Church. Joe Johnston's army inflicts heavy casualties on Sherman's army near Dallas, Georgia. Both sides dig in and skirmish the following day.

### **May 26 - June 1, 1864**

The Battle of Dallas. Sherman's army forces Joe Johnston to retreat from his defensive line around Dallas, Georgia.

### **May 29, 1864**

After several days of fighting, U.S. Grant gets within 11 miles of Richmond, Virginia. Both he and Lee concentrate their forces near the town of Cold Harbor.

### **May 31, 1864**

Union cavalry under Major General Phil Sheridan capture the Cold Harbor crossroads. Lee counter attacks with infantry, but George Meade orders Sheridan to hold the crossroads.

### **June 1-3, 1864**

The Battle of Cold Harbor. Sheridan's cavalry holds off a Confederate infantry attack. Union infantry reinforce Cold Harbor. Union troops assault the Confederate line that night, but are driven back with heavy losses. The armies form a front seven miles long, with Cold Harbor in the center. On June 3, Grant launches an attack against the entrenched Confederate line with three corps. Seven thousand men are killed or wounded in 20 minutes, and the assault shudders to a halt. For the next eight days the two armies resort to skirmishes and artillery duels.

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### June 10, 1864

The Battle of Brices Cross Roads. Confederate cavalry under Major General Nathan Forrest defeats a much larger Union force under Brigadier General Samuel Sturgis in Mississippi.

### June 12, 1864

Grant leaves Warren's corps at Cold Harbor, Virginia and begins moving the rest of his army south and east to threaten Petersburg.

### June 15, 1864

A hastily assembled force under C.S. General P. G. T. Beauregard slows Grant's lead elements at Petersburg. Lee begins reinforcing Petersburg. Over the next two days Grant's army captures two more defense lines, but Lee's reinforcements dig in behind them.

### June 18, 1864

Siege of Petersburg. Lee's troops entrenched at Petersburg repulse a big assault by Grant. Both armies settle in for a long siege.

### June 19, 1864

The USS *Kearsarge* sinks the Confederate raider CSS *Alabama* off the coast of Cherbourg, France. The *Alabama*'s skipper, Raphael Semmes, and some of his crew are picked up by boats full of sightseers and taken to Britain to avoid capture. The *Alabama* claimed more than 60 ships.

### June 23, 1864

Robert E. Lee orders Lieutenant General Jubal Early's corps into the Shenandoah Valley, to sweep into Maryland and threaten Washington City.

### June 27, 1864

The Battle of Kennesaw Mountain. For over a month, U.S. Major General William T. Sherman fights a war of maneuver with C.S. General Joe Johnston. Sherman avoids major battles by using his superior numbers to move around Johnston's flanks, forcing Johnston to retreat. At Kennesaw Mountain, Georgia, Johnston forms an eight-mile long line. Sherman chooses to attack Johnston on June 27, thinking that Johnston's line is too thin. Union troops suffer 3,000 casualties to less than 600 for the Confederates. Sherman returns to his

strategy of maneuver, and Johnston is forced to move south to Atlanta.

### June 30, 1864

The U.S. government repeals the Fugitive Slave Act.

### July 9, 1864

The Battle of Monocacy. C.S. Lieutenant General Jubal Early is stopped at the Monocacy River by a makeshift force under Major General Lew Wallace. Early eventually outflanks Wallace's force and sends it retreating, but it's too late for Early to continue on to Washington.

### July 11, 1864

Early reaches the city limits of Washington City. His appearance causes concern, but not panic. He reconnoiters the defenses and notes that they are too strong to take, especially since the Union VI Corps has started to take up positions within the entrenchments.

### June 29, 1864

#### Kennesaw, Georgia

*While lying wounded in a field hospital, Lieutenant Ambrose Bierce of the 9th Indiana hears a strange story of a Confederate partisan hanged for burning down a railroad bridge. Two days later, the pickets that hanged the man captured someone who looked exactly like him as he tried to destroy a second bridge. He claimed to be the same man, and not a twin brother. The man was hanged a second time.*

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### July 14-15, 1864

The Battle of Tupelo. A Union force under Major General A. J. Smith engages troops under Nathan Forrest at Tupelo, Mississippi. Smith holds off the Confederates but fails to destroy Forrest's command.

### July 17, 1864

Jefferson Davis replaces Johnston with General John Bell Hood as the commander of the Army of Tennessee.

### July 20, 1864

The Battle of Peachtree Creek. C.S. General John Bell Hood assaults a part of Sherman's force, the Army of the Cumberland, under Major General George Thomas. The Union line holds off Hood's army. Hood loses 5,000 men to Thomas' 2,000.

### July 22, 1864

The Battle of Atlanta. Hood falls back from the outer defensive line around Atlanta to the inner line, goading Sherman's armies to follow, which they do. Hood sends Major General William J. Hardee to attack Sherman's left and rear. Hood does manage to outmaneuver Sherman, but he is repulsed by Major General James McPherson's reserves. During the battle, Confederates come across McPherson, and he is killed while evading capture.

Hood continues to attack, but the Federal line is restored when the XV Corps under Major General John Logan counterattacks.

Hood loses 8,000, compared to Sherman's 3,600. Given that Sherman's army is twice the size of Hood's, these are losses Hood can ill afford.

### July 24, 1864

Jubal Early defeats three divisions of Union troops at Kernstown, Virginia.

### July 27, 1864

Due to McPherson's death, Sherman gives the command of the Army of the Tennessee to Major General Oliver Otis Howard. Major General Joe Hooker is incensed. He holds Howard in large part responsible for his defeat at Chancellorsville, so Howard's promotion is calculated to insult Hooker, whom Sherman dislikes. Hooker resigns.

### July 28-29, 1864

The Battle of Killdeer Mountain. A pitched battle followed by a nine-mile pursuit ends Sioux resistance in North Dakota.

### July 30, 1864

Jubal Early's troops burn Chambersburg, Pennsylvania.

The Battle of the Crater. For a month, coal miners in the 48th Pennsylvania regiment dig a mine under the Confederate lines at Petersburg, and fill the mine with explosives. Colored troops had been trained to assault the Confederate lines after the mine exploded, but at the last minute Meade orders Burnside to lead with white troops. He's afraid the attack will be a colossal failure and the wholesale slaughter of Negroes will not play well during the elections. Burnside has his commanding officers draw lots to see who will lead the attack. The officer who draws the duty is an incompetent and a drunk.

The charge is detonated beneath Pegram's Salient, creating a crater 200 feet long, 60 feet wide, and 30 feet deep. Union troops are slow to attack and instead of moving around the rim of the crater (as the colored troops were trained to do), they run right into it. The Confederates recover and maul the Yankees. Even after it is obvious the assault has failed Burnside continues to throw men into it, including the colored troops

### July 19, 1864

#### Andersonville, Georgia

*Five Union prisoners beat Sergeant Rick Urban to death. They claim they saw him eating a deceased inmate by swallowing large chunks of the man whole. The Confederates put the fantasies down to sunstroke, but the men are never charged with a crime.*



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**August 1, 1864**

**Petersburg, Virginia**

*Corporal Solomon Butler of the 16th Virginia Infantry has his left arm amputated. The surgeon, Major Wilbur Ryan, recognizes Butler from Spotsylvania where he amputated the arm then, too. A chipper Butler jokes that "it must'a growed back," then suggests that Ryan was thinking of someone else. Ryan believes it is déjà vu, swearing that a birthmark on the man's left wrist looked very familiar.*

who were to lead the assault. The Federals take part of the earthworks, but the Confederates retake them in desperate fighting. The Confederates lose just over 1,000 men, but the Union loses 5,300. Although Meade is partly to blame, Grant fires Burnside.

**August 5, 1864**

The Battle of Mobile Bay. U.S. Admiral David Farragut leads 14 wooden ships and four ironclad monitors against three wooden Confederate ships, the ironclad CSS *Tennessee*, 56 guns from two forts, and a field of torpedoes. When one ship hits a torpedo and sinks, the lead ship, the USS *Brooklyn* signals Farragut for instructions. He replies, "Damn the torpedoes! Go ahead!" The Union ships overwhelm the three wooden Confederate

ships and surround the *Tennessee*. After a three-hour battle, the *Tennessee* surrenders. Though Mobile remains in Confederate hands, the Union has successfully sealed off the harbor.

**August 18-20, 1864**

The Battle of Globe Tavern. Grant sends the V Corps supported with units from the XX and IX Corps under Major General Gouverneur Warren to secure the Petersburg & Weldon Railroad. Warren takes the railroad. Heth's division of A. P. Hill's Confederate corps counterattacks, pushing the Federals back to Globe Tavern. Both sides entrench. The next day Major General William Mahone's division drives back Warren's right flank. Warren sends in reinforcements and regains the ground he lost.

**August 21, 1864**

The Battle of Globe Tavern. Parts of three Confederate divisions attack Warren at Globe Tavern, but are beaten back. The main Federal line links up with Warren's corps. The Confederates lose the railroad. Now they have to unload rail cars at Stony Creek Station and bring supplies up 30 miles by wagon adding to the strain on Lee's supply lines.

C.S. Major General Nathan Forrest raids Union-held Memphis, doing much damage. Federal troops are pulled from Mississippi in response.

**August 25, 1864**

Realizing that Confederate-held Atlanta is too difficult to take in a frontal assault, Sherman pulls out most of his army and moves to cut off the railroads south and west of the city.

**August 31 - September 2, 1864**

The Battle of Jonesborough. Hood mistakes Sherman's attack on the railroads for a raid and sends Lieutenant General William J. Hardee with two corps to deal with it. Hardee finds himself facing six Union corps. Hardee makes an unsuccessful attack on the Union lines and suffers high casualties.

The next day, Sherman cuts the railroad line north of Jonesborough and attacks the corps of Lieutenant General Stephen Lee, forcing Lee to retreat. Sherman has now severed Hood's supply line into Atlanta. Hood orders

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his troops out of Atlanta. Hood sets fire to the supplies he can't take with him and burns buildings useful to the Union. The city surrenders to Sherman on September 2.

### September 16, 1864

C.S. Major General Wade Hampton rides into the rear of the Union Army of the James and makes off with 2,486 head of cattle in "The Great Beefsteak Raid."

### September 19, 1864

The Third Battle of Winchester. C.S. Lieutenant General Jubal Early attacks Major General Phil Sheridan's Army of the Shenandoah during Sheridan's Shenandoah Valley campaign. Early's men fight well, but they are outnumbered three to one and their lines break late in the day. Early retreats.

### September 22, 1864

Sheridan attacks Early's force at Fisher's Hill. Sheridan outflanks Early and forces Early to retreat. The Confederate loss opens the Shenandoah Valley to Sheridan's forces. Sheridan instigates a "scorched earth" policy, destroying much of the valley.

### September 27, 1864

C.S. Major General Sterling Price drives Union troops into Fort Davidson, Missouri. He spends the day attacking the fort, losing valuable time and casualties. Union forces evacuate the fort that night. This is the first major engagement of Price's Raid, an attempt to drive the Yankees out of Missouri.

### September 30 - October 2, 1864

The Battle of Peebles' Farm. Grant sends the V and IX Corps southwest of Petersburg toward Poplar Springs Church. C.S. General A. P. Hill counterattacks, halting the Union corps. The Union troops dig in over the next two days, extending the siege lines and thinning out the Confederates.

### October 4, 1864

The CSS *Florida* puts in at the neutral port of Bahia, Brazil.

### October 7, 1864

The Battle of Darbytown. Robert E. Lee launches a bloody and fruitless assault on the Union right flank around Richmond.

With half the CSS *Florida's* crew ashore, Commander Napoleon Collins of the sloop USS *Wachusett* rams and captures the *Florida* in clear violation of international law. During her career, the *Florida* captured 37 ships. Two of those prizes, the *Tacony* and the *Clarence* operated as raiders themselves and captured a total of 23 ships.

Collins would later be court-martialed and sentenced to be dismissed. Collins' action was both effective and popular, so the sentence was not carried out.

### October 8, 1864

The *Sea King* sails from London.

### October 15, 1864

Sterling Price seizes Glasgow, Missouri.

### October 18, 1864

The *Sea King* is armed and renamed the CSS *Shenandoah*.

### October 19, 1864

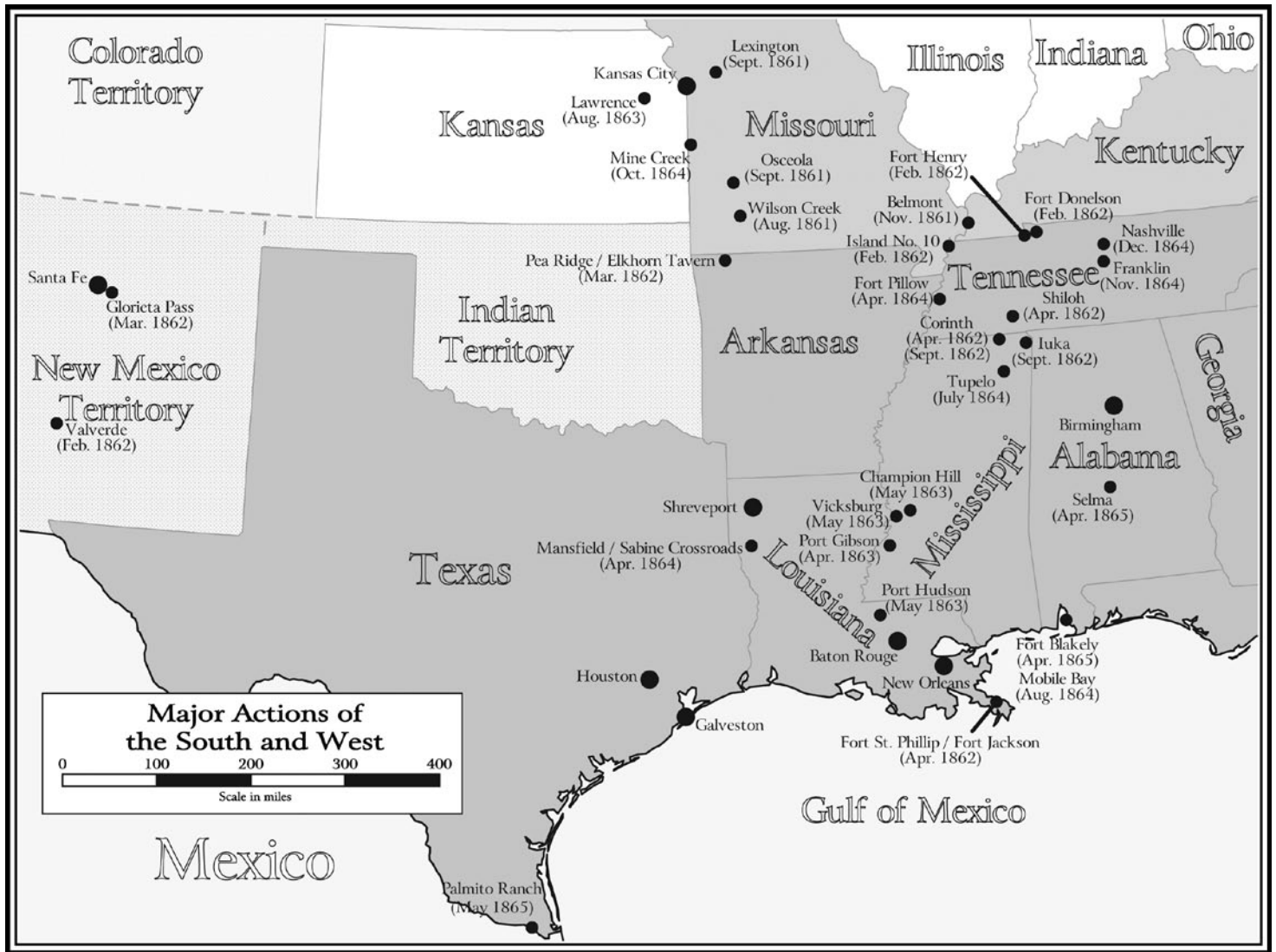
The Battle of Cedar Creek. Twenty-one thousand men of the Confederate Army of the Valley under Jubal Early surprise Phil Sheridan's Army of the Shenandoah, routing the Union VIII and XIX Corps. Sheridan arrives from Winchester, rallies his men and counterattacks, wrecking Early's army.

The St. Albans Raid. A Confederate cavalry force of 20 men crosses from Quebec, Canada into Vermont

### September 6, 1864 Outside Atlanta

*Three members of the 7th Ohio Cavalry report seeing Private Gideon Roots bend a piece of railroad track around a tree single handedly. Roots passes it off as a trick, that the track piece was already heated. He deserts before the regimental colonel can question him.*

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and terrorizes the town of St. Albans. The raiders rob three banks of a total of \$200,000 and try to set fire to the town before escaping back into Canada. Canadian officials eventually arrest them in Montreal but refuse to extradite them to the U.S. They are eventually released. This is the most northerly engagement of the Civil War.

Union forces slow but don't stop Sterling Price's raid at Lexington, Missouri.

### October 21-25, 1864

Sterling Price fights a series of engagements with Union infantry under Samuel Curtis and James Blunt, and cavalry under Alfred Pleasanton. The climax of the raid comes on October 23 at Westport, Missouri, where 20,000 men under Curtis defeat Price's 8,000 troops. Two days later, Union cavalry overtake Price at Mine Creek. Although outnumbered, the Yankees capture 600 Rebels.

### October 26, 1864

C.S. General John B. Hood moves his Army of Tennessee from the Atlanta region in an effort to cut Sherman's supply lines, push the Union out of Tennessee and force Sherman to follow him out of Georgia. Hood's campaign takes him through northern Alabama and into southwestern Tennessee.

### October 28, 1864

James Blunt attacks the remnants of Sterling Price's army at Newtonia, Missouri. Price is forced to retreat. Price's raid, which took him through 1,500 miles and 43 engagements, is over.

### October 31, 1864

The state of Nevada enters the Union.



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### November 8, 1864

Abraham Lincoln defeats George McClellan, his former top general, in the presidential election, and Andrew Johnson of Tennessee is elected Vice President. Lincoln's win is credited to Sherman's victory in Atlanta.

### November 11, 1864

Sherman's supply lines are under constant attack by Confederate raiders. Sherman decides his best course is to march on the seaport of Savannah with his men living off the land until they get there. As he prepares to leave Atlanta, Sherman orders Atlanta burned to the ground except for churches and hospitals.

### November 15, 1864

Sherman leaves Atlanta, heading for Savannah, beginning his "March To The Sea."

### November 25, 1864

Confederate agents operating out of Canada attempt to burn down New York City. They set fire to the St. James Hotel and 18 other hotels, a theater, and P. T. Barnum's museum early in the morning. Most of the fires fail to ignite or are quickly contained by New York's firefighters.

### November 14, 1864

#### Atlanta, Georgia

*Soldiers of the 9th Illinois Mounted Infantry discover twelve graves in the yard of Ira Wines, outside Atlanta. Miss Wines claims to have killed a dozen Yankee soldiers, who were foraging on her property, with her bare hands.*

### November 29-30, 1864

The Battle of Sand Creek, or the Chivington Massacre. Forces under U.S. Colonel John Chivington massacre 300 Cheyennes at Sand Creek, Colorado. Two-thirds of the victims are women and children.

### November 30, 1864

The Battle of Franklin. The previous day Hood's 38,000 men of the Army of Tennessee narrowly missed trapping Major General John M. Schofield's 27,900 men of the Union IV and XXIII Corps. The Federals entrenched outside Franklin, Tennessee with their backs to the Harpeth River. Hood orders a frontal assault on the 30th, which has to cross two miles of open terrain. Union fire stops the attack on the flanks, but the Confederates almost penetrate the Union center. A counterattack drives back the Confederates. Hood orders a withdrawal at 9 p.m. The Confederates lose 6,200 men. Among the dead are six generals, including Patrick Cleburne. Schofield, who loses 2,300 men, retreats toward Nashville that night. Hood pursues.

### December 2, 1864

Hood's men reach Nashville, Tennessee. Entrenched in the city's strong fortifications is George Thomas' Army of the Cumberland numbering 49,000 men. Hood lays siege to Nashville with 31,000 men.

### December 6, 1864

Grant orders Thomas to attack Hood. Thomas ignores the order as he formulates his strategy, prepares his army, and waits for the ice covered roads to thaw enough for operations.

### December 8, 1864

Grant again orders Thomas to attack. Lincoln worries that Thomas is another McClellan or Rosecrans and that Hood will be free to raid the countryside. Thomas continues to ignore the order. Grant prepares to relieve Thomas of command.

### December 9-13, 1864

Sherman's army reaches the outskirts of Savannah at the end of a devastating march that ravages the Georgia countryside. Sherman's 62,000-man army surrounds Lieutenant General William Hardee's 10,000 troops

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defending Savannah while Sherman waits for needed supplies. On the 13th, Union troops take Fort McAlister allowing supply ships to reach Sherman.

### December 15-16, 1864

The Battle of Nashville. Thomas proves that he is no McClellan. In a freezing rain before dawn he attacks Hood's right flank. Hood holds, but at noon Thomas strikes Hood's left flank, forcing it back before he attacks Hood's right flank again. Hood withdraws a mile to the south and digs in on good ground.

The next day, the Army of the Cumberland attacks Hood's right, and then assaults Hood's left. The Federals take Shy's Hill on the left and Union cavalry slips into Hood's rear. Thomas assaults the Confederate center and Hood's entire line collapses. Hood retreats. His army loses 13,000 men, many of them captured, and most of its equipment. Thomas' losses are less than 3,000 men.

### December 20, 1864

Sherman sends Hardee an ultimatum: surrender Savannah or the city will be destroyed. Sherman orders Brigadier General John G. Foster, commander of Union forces in South Carolina, to move east and seal Hardee within Savannah. That night, before Foster can close the only exit out of the city, Hardee and his men escape across a hastily prepared pontoon bridge spanning the Savannah River.

### December 21, 1864

Sherman's troops march into Savannah, Georgia. His "March to the Sea" is a success.

### January 11, 1865

Missouri officially abolishes slavery.

### January 13, 1865

John Bell Hood surrenders in Tupelo, Mississippi. By the time he arrives in Tupelo his army numbers only 10,000 men.

### January 13-15, 1865

A combined Union army and navy force takes Fort Fisher outside Wilmington, North Carolina. The Union navy blockades Wilmington, the Confederacy's last Atlantic port.

### January 16, 1865

Jefferson Davis gives Robert E. Lee command of all Confederate armies.

### January 19, 1865

William Sherman begins his march into South Carolina.

### January 31, 1865

The U.S. House of Representatives passes the 13th Amendment abolishing slavery.

### February 3, 1865

Lincoln attends a peace conference aboard the *River Queen* in Hampton Roads. No peace settlement is reached as Lincoln will accept nothing less than the Confederate states' return to the Union.

### February 16, 1865

The Union XV Corps shells Columbia, South Carolina, the state's capitol. The city surrenders almost immediately.

### February 17, 1865

Union troops enter Columbia, South Carolina. Someone (either Wade Hampton's Confederate cavalry, or Union troops bent on revenge) sets fire to cotton bales that were piled in the streets. Over half the city burns before the fire is put out.

### March 9, 1865

#### Dover, Delaware

*Eighty-seven year old Jeremiah Wilcox is found dead in his home of old age. His home is filled with reams of typeset paper containing place names, dates and numbers corresponding to troop movements. The next day, his family discovers that someone has removed all of the typeset paper.*



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### February 22, 1865

C.S. General Joe Johnston receives command of all Confederate forces in North Carolina, South Carolina, Georgia, Florida, and Tennessee.

### March 2, 1865

Over 1,500 Confederates are captured at Waynesboro, Virginia. This ends Early's campaign in the Shenandoah, though Early and 100 men escape.

### March 3, 1865

U.S. Congress establishes the Freedmen's Bureau to handle problems stemming from the abolition of slavery.

### March 4, 1865

Sherman's army crosses into North Carolina.

Abraham Lincoln is inaugurated as president for a second time.

The Confederacy adopts a third national flag, the "Bloodstained Banner."

### March 13, 1865

The Confederate Congress authorizes the use of Negro troops in exchange for their freedom. This late in the war, fewer than 300 volunteer.

### March 19-21, 1865

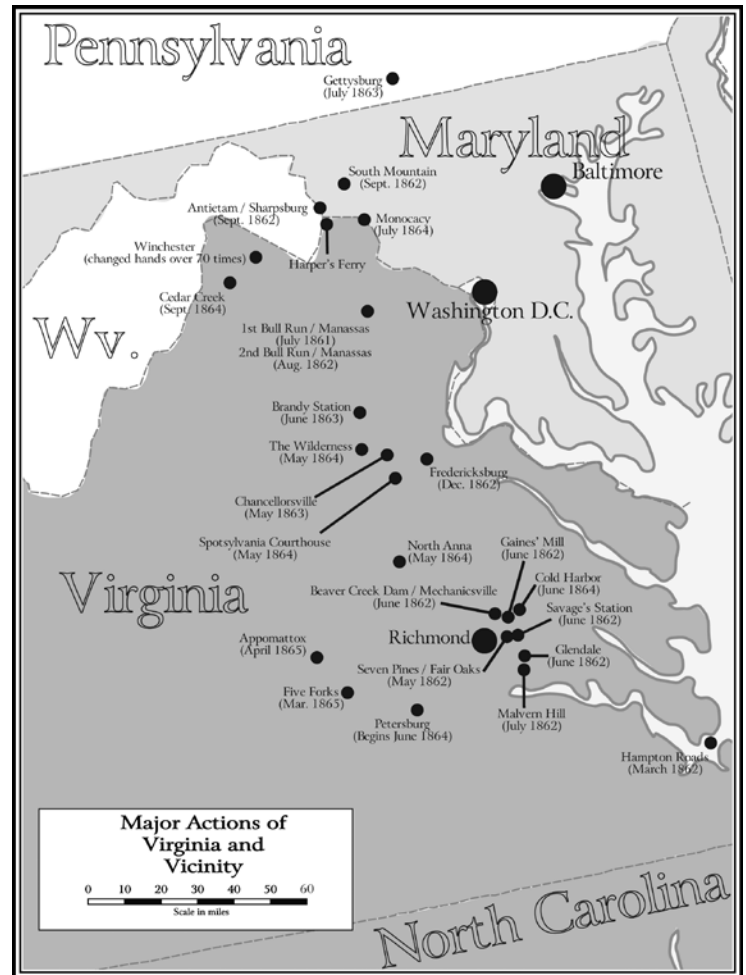
The Battle of Bentonville. Joe Johnston attempts to stop Sherman's army of 60,000 at Bentonville, North Carolina with his army of 21,000. Johnston's Confederates hit the Union left flank, driving it back. Union reinforcements end the assault. The fighting continues well into the night. The next day further reinforcements lengthen the Union line. On the 21st, U.S. Major General Joseph Mower launches an unauthorized attack on Johnston's left flank, coming within a mile of the Mill Creek Bridge before he is driven back. Johnston retreats over the bridge that night and burns it. Confederate losses are 3,000 to the Union's 1,600.

### March 31, 1865

Two Union corps force C.S. Major General George Pickett's division to retreat to the crossroads town of Five Forks, Virginia, where they dig in.

### April 1, 1865

The Battle of Five Forks. Cavalry and infantry under U.S. Major General Philip Sheridan attack Pickett's



line while Pickett attends a picnic two miles away.

Underbrush and muddy roads delay Major General Gouverneur Warren's V Corps, and faulty intelligence from Sheridan sends two thirds of the corps into confusion. Sheridan moves up and personally leads the reserve division, which pierces Pickett's line. Warren leads the other divisions, sealing Pickett's fate. Pickett's first knowledge of the defeat is when his troops start streaming past him.

The battle is a Union victory, causing 2,950 casualties at a cost of 830 and opening the way to cutting Lee's last supply line. Sheridan blames Warren for his own mistakes and sets about wrecking Warren's reputation.

### April 2, 1865

Nathan Bedford Forrest is defeated at Selma, Alabama.

Grant assaults the Petersburg trenches with four corps. The staunch defense of Fort Gregg prevents the Federals from taking the town that day. C.S. Lieutenant General A. P. Hill is killed during the fighting. Union troops cut Lee's supply line. Lee orders the evacuation

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of Petersburg and Richmond. He hopes to link up with Joe Johnston's army in North Carolina.

The siege of Fort Blakely, in Mobile Bay, begins. U.S. Colored Troops play an important part in the siege.

### **April 5, 1865**

Lee reaches Amelia Court House hoping to find supplies, but there are none. Sheridan's cavalry blocks Lee's route south through Jetersville. Lee heads west during the night. Many of his sick and starving men fall behind, unable to keep up the pace.

### **April 6, 1865**

The Battle of Saylor's Creek. Union troops cut off and attack the rear of Lee's column near Saylor's Creek, Virginia, isolating about a third of Lee's army. Two Confederate divisions attack, but are driven back. The Confederates lose about 7,000 men, most of them captured. Among those who surrender are Lieutenant General Richard Ewell, Major General Custis Lee (Robert E. Lee's son) and five other generals.

### **April 7, 1865**

Robert E. Lee fights off the Union II Corps at Farmville, Virginia. Grant asks for Lee's surrender.

### **April 8, 1865**

U.S. Major General George A. Custer captures Lee's reserve artillery and supplies at Appomattox Station.

### **April 9, 1865**

Sheridan's cavalry form hastily constructed breastworks on a ridge in front of Appomattox Court House. He is joined by the XXIV Corps from the Army of the James, with the V Corps approaching in support. A Confederate Corps under Major General John Gordon attacks Sheridan's cavalry, pushing past the first line of defenses. Northeast of Gordon, the Union's II Corps engages the corps of Lieutenant General James Longstreet. Gordon's men top the ridge and see the XXIV and V Corps before them.

Gordon tells Lee that he can't continue unless Longstreet reinforces him. Lee confers with his generals. All except his artillery chief, Brigadier General Edward Porter Alexander, believe they should surrender. Lee decides he has no choice but to ask Grant for surrender terms.

Lee surrenders to Grant in the parlor of the home owned by Wilbur McLean. McLean moved to Appomattox after his home in Manassas was swarmed in the First Battle of Bull Run.

Fort Blakely falls to the Union. With cries of "Fort Pillow!" Colored Troops kill as many as 50 unresisting white Confederates.

### **April 14, 1865**

Major General Robert Anderson raises the Stars and Stripes over Fort Sumter. This is the same flag he took down four years earlier.

Abraham and Mary Todd Lincoln attend the British play *My American Cousin* at Ford's Theater, Washington City, accompanied by Major Henry Rathbone, his fiancée Clara Harris, and Lincoln's bodyguard. The bodyguard steps out for a drink. Around 9 p.m. Virginian actor John Wilkes Booth enters the theater, walks up to the presidential box, and shoots Lincoln in the back of the head with a derringer. Rathbone tries to stop Booth, but Booth stabs him with a knife. Booth jumps over the rail of the box. He catches his spur in a flag and lands face first on the stage, injuring his leg. Booth jumps up and yells, "Sic simper tyrannis," and runs out of the theater to his waiting horse. Lincoln is still breathing, but he is mortally wounded.

### **April 10, 1865**

#### **Appomattox Court House**

*The wounded Sergeant Greg Dawkins is found to be a woman named Claudine Dawkins.*

*Dawkins, who had enlisted in 1862, had been wounded three times before, including once in the hip, but her gender had never been detected.*

*Fellow soldiers think "he" looks subtly different than the day before.*

# Chapter

At the same time, Lewis Powell and David Herold try to kill Secretary of State William Seward, who is in bed recovering from a carriage accident. Powell wounds several people, and cuts Seward's cheek, but fails to kill him.

George Atzerodt arrives at the Kirkwood Hotel intending to kill Vice President Andrew Johnson. Atzerodt has a change of heart and leaves the hotel.

## **April 15, 1865**

Abraham Lincoln dies at 7:22 a.m.

## **April 16, 1865**

Andrew Johnson is sworn in as President of the United States.

## **April 17-18, 1865**

Sherman and Johnston meet at Bennett Place in Durham, North Carolina to discuss the terms for the surrender for Johnston's 30,000 troops. The next day Sherman and Johnston sign an armistice that covers political and military issues.

## **April 21, 1865**

Lincoln's funeral train leaves Washington City for Philadelphia, New York City, Rochester, Buffalo, Cleveland, Columbus, Indianapolis, and Chicago.

## **April 24, 1865**

Grant tells Sherman that the U.S. Congress will not agree to the terms he gave Johnston. Sherman has 48 hours to negotiate new terms.

## **April 26, 1865**

Sherman and Johnston agree to the same surrender terms Grant gave Lee.

Booth and Herold are trapped in a tobacco barn. Herold surrenders, but Booth is mortally wounded.

Jefferson Davis and his cabinet meet in Charlotte, North Carolina, and agree to escape west of the Mississippi.

## **April 27, 1865**

The steamboat *Sultana* steams north of Memphis on the Mississippi River. The ship is overburdened with 2,400 passengers, most of them survivors of the Confederate prisoner of war camp in Andersonville, Georgia. The boat's boiler explodes. An estimated 1,700 passengers die in the explosion.

## **April 28, 1865**

### **Memphis, Tennessee**

*Union private Glen Natler is discovered in a tree, sleeping. He was a passenger on the Sultana. His rescuers figure he was thrown into the tree by the explosion, but there isn't a scratch on him.*

## **May 3, 1865**

Lincoln's funeral train reaches Springfield, Illinois.

## **May 8, 1865**

C.S. Lieutenant General Richard Taylor surrenders forces in Alabama and Mississippi to Major General Edward Canby.

## **May 10, 1865**

Union troops capture Jefferson Davis near Irwinville, Georgia.

## **May 13, 1865**

The Battle of Palmito Ranch. Confederates win a skirmish against Union forces near Brownsville, Texas. It is the last military action of the Civil War.

## **May 23-24, 1865**

The Grand Review. Grant's Army of the Potomac marches through Washington City on May 23 followed the next day by Sherman's men.

## **May 26, 1865**

C.S. General Edmund Kirby Smith surrenders his Trans-Mississippi department in Galveston, Texas. This marks the surrender of the last Confederate army.

## **May 29, 1865**

Andrew Johnson grants a general amnesty (with exceptions) to Confederate soldiers who fought in the war.



## June 23, 1865

Brigadier General Stand Watie signs a cease-fire agreement with Union representatives at Fort Towson in the Choctaw Nations' area of the Indian Territory. He is the last Confederate general to stand down.

## July 7, 1865

The Lincoln assassination conspirators Lewis Powell, David Herold, George Atzerodt, and Mary Surratt (in whose house they plotted the murder) are hanged at Washington Penitentiary.

## November 6, 1865

Captain James Waddell surrenders the CSS *Shenandoah* in Liverpool, England. The ship and her crew captured or sank 38 ships, 21 of them after Lee's surrender.

## November 10, 1865

Captain Henry Wirz, superintendent of the Andersonville prisoner of war camp, is hanged for war crimes.

## December 10, 1865

The 13th Amendment is ratified, abolishing slavery.

## July 14, 1865

### Philadelphia, Pennsylvania

*George Hornberger is found shot to death, by his own hand, in his home. Hornberger was a photographer and his home was his studio. One room is filled with photographs of Pennsylvania soldiers. Littered about are broken glass negative plates. The note beside his body reads, "They are all dead. It's all my fault."*



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# CHAPTER 7

## NEW BIRTH OF FREEDOM



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**R**oleplaying game campaigns based on historical events, especially wars, have a finite and known length. This gives historical roleplaying settings a special advantage and a disadvantage over other settings. Known events give structure but lack flexibility and surprise. If every player knows what happened at Gettysburg those three hot days in July 1863, they also know that the Confederacy is doomed to lose the battle, and eventually the entire war.

What's the point of playing larger-than-life characters when the entire outcome of the conflict is not only predetermined, but also widely known? That's where this chapter comes in. It offers advice on running historical campaigns, alternate history campaigns, and what ultimately happens (or can happen) to *The Gifted* in the universe of *This Favored Land*.

## THE SOUND OF THE GUNS

The default starting point for *This Favored Land* campaigns is the spring and summer of 1861, coinciding with the start of the American Civil War. It allows a campaign to span the breadth of the war, from the firing on Fort Sumter through to Lee's surrender at Appomattox, the assassination of Abraham Lincoln, and the beginning of Reconstruction. The adventure in Chapter 8, *Broken in Their Violence*, is set in

September 1861 at the point when the bloody warfare in Missouri began.

This is a logical starting point, but is it the best starting point for your campaign? The months of April through July 1861 saw a lot of chaotic activity but few battles. Intelligence activity was in its infancy and relied heavily on spies. Northerners suspected Rebel fifth columnists were hiding around every corner, while Southerners rooted out Unionists. Confederates gobbled up Federal installations and property. Rich citizens formed their own volunteer regiments. Flags flew everywhere, patriotism was rampant, and everyone expected a short, glorious fight with the boys coming home by Christmas.

It was a time when small bands of characters could make a dramatic impact. Campaigns featuring civilian characters are about equally effective at any point in the war. However, the early months of the war present a challenge for military campaigns in the east. After the Battle of Manassas/Bull Run on July 21, the eastern theater fell into a "phony war" that lasted until the spring of the following year. There were no major encounters in the east until Union Major General George McClellan began his Peninsular Campaign in March, 1862. Army life became monotonous for both sides' eastern armies. There are still interesting stories to be told in this period, but if you want a campaign of battles and maneuver in Virginia, you are best advised to fast forward the time period to 1862.

## Chapter 7: New Birth of Freedom

After the start of the Peninsular Campaign, virtually all of Virginia was in a near constant state of war. The town of Winchester in the Shenandoah Valley changed hands more than 70 times, with six significant battles (at least 10,000 troops engaged) fought in the town and its vicinity. The only respite given the state was Lee's invasion of Maryland in the summer of 1862 and his invasion of Pennsylvania in the summer of 1863. The capitals of the two belligerents (Washington D.C. and Richmond, Virginia) were only 110 miles apart. More major and minor battles were fought in this state than in any other. Virginia was the most populated Southern state. If you can't come up with ways to run a campaign set in Virginia, you should reconsider the Civil War as a setting!

The war in the western theater was just as heavily contested as Virginia, but the conflict ranged over hundreds of miles of territory. While characters living in Virginia can afford to let the war come to them, this is not the case with characters living in the west. The first major battle in the west was Wilson's Creek in August 1861 in southern Missouri. Within a year the war reached as far south as the Gulf coast, as far west as New Mexico; New Orleans, the jewel of the Confederacy, was in Union hands.

The west was actually divided into two sections. The "western theater" typically covers the war west of the Allegheny Mountains and east of the Mississippi River. Sherman's march through Georgia and the Carolinas in 1864 and 1865 is considered a "western campaign" mainly because the Army of the Tennessee was a western army.

West of the Mississippi River was the Department of the Trans-Mississippi. Although the largest section of the war in area, it was the least populated. In many ways it's also the most interesting part of the war. It covers the bloody, contested ground of Missouri, the Indian territories (where some ex-Confederates fought as members of the regular Union army against the natives), and the isolated Confederate states of Arkansas, Louisiana, and Texas. Arkansas and Louisiana were divided for most of the war, with the Union occupying northern Arkansas and southern Louisiana. This section of the country (as well as West Virginia and Kentucky)

saw a lot of irregular warfare between rangers, partisans, and guerrillas. The fighting in Missouri was particularly vicious (see Chapter 8).

There are plenty of military adventure opportunities in the west, but civilian campaigns in a static location will usually see the war flare up briefly, and then disappear almost as quickly. The exceptions are the Southern cities occupied by Union forces for most of the war (such as New Orleans, Memphis, and Nashville) and the bloody border war in Kansas, Missouri, and northern Arkansas.

### LOCATION, LOCATION, LOCATION

When most people think of the Civil War, they think of the corridor from Virginia through southern Pennsylvania. In actuality, the war was fought as far north as Vermont, as far south as Florida and as far west as Oregon. Confederate commerce raiding occurred all over the globe. While a great many important battles happened in Virginia, there was a lot more to the Civil War. Here are just some less obvious locales for your Civil War campaigns.

**Missouri:** Missouri remained officially a northern state throughout the war, but it was also a slave state with strong Confederate sympathies. Pro-slavery Missourians had tried to influence the Kansas state constitution in a violent antebellum conflict known as "Bleeding Kansas." When the war began, Kansas Jayhawkers saw an opportunity for revenge. The result was a horrible guerrilla war where murder and terrorism were common. Missouri is the most interesting state for a guerrilla war-themed campaign, as the war lasted there well into 1866 and spawned numerous Wild West legends, such as Jesse James and the Youngers.

**Appalachian Mountains:** While Missouri's guerrilla conflict may be the most famous of the war, it was not alone. Union and Confederate guerrillas operated in the Appalachian Mountains from West Virginia down to South Carolina. Both sides famously used the mountain's valleys for military operations in Virginia and Tennessee, but the irregular warfare in the mountains is less well known.



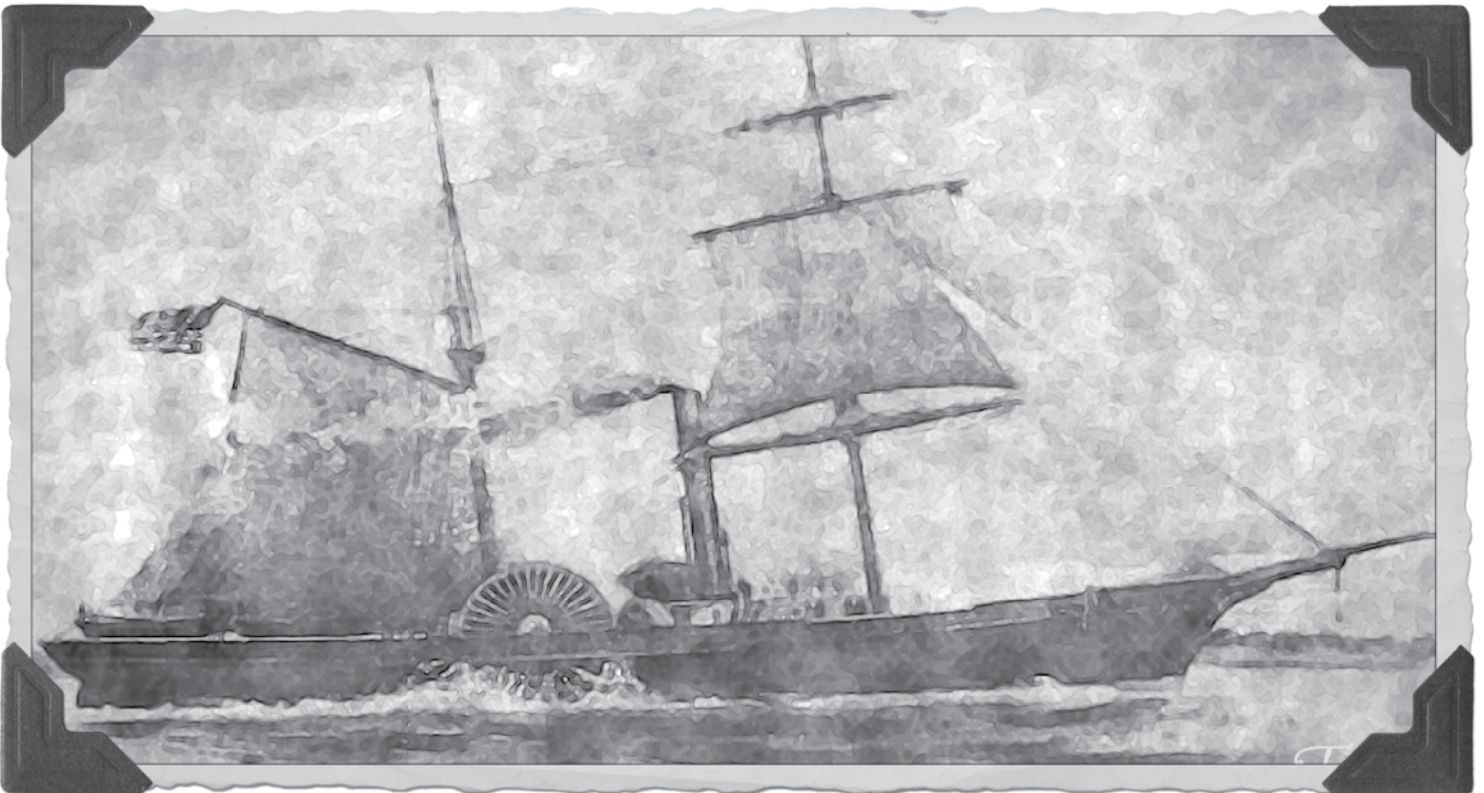
## Chapter 7: New Birth of Freedom

Confederates attacked the pro-Union counties of western Virginia, later the state of West Virginia, throughout the war. Eastern Tennessee and Kentucky were heavily Unionist. The fighting there echoed the war in Missouri, with Confederate and Unionist raiders attacking civilians sympathetic to the other side. The situation was made more dire when, beginning in 1862 but more thoroughly in 1863, Confederate officials started enforcing the draft. Confederate conscription officials estimated that a mix of Unionist sympathizers, Confederate deserters, draft dodgers, and outlaws totaling some 8,000 men operated in the hills of northern Alabama and southeastern Tennessee. This volatile mix of brigands, guerrillas, and deserters plagued northern Georgia and western North Carolina as well. In these areas “North” and “South” meant little, for the fighting was neighbor against neighbor and brother against brother.

A guerrilla campaign set here has a different feel from Missouri. The combatants are even less black and white than the Jayhawkers and Bushwhackers of the Kansas-Missouri border. The large numbers of Confederate deserters makes for an interesting twist. The mountain war was the topic of the novel and the film *Cold Mountain*.

**New Orleans, Louisiana:** The crescent city was the largest of the Confederacy with 167,000 inhabitants, about four times the size of the second largest Confederate city Charleston, South Carolina. Yet shortsightedness and mismanagement allowed the city to fall to the Union in April 1862. Though located in the Deep South, it had a liberal attitude (for a slave state) with regard to African-Americans. Some of the first African-American Union regiments came from the city. New Orleans was under martial law well past the end of the war. The population hated Union Major General Benjamin Butler, even though a decrease in disease in the city during the occupation is largely attributed to his sanitary orders. Espionage, black marketeering, and corruption are all present in a staunchly-Confederate city living under Union rule. The fact that New Orleans is one of the oldest and arguably the most colorful city in the U.S. is just icing on the cake.

**Galveston, Texas:** Galveston was an important port city for the cotton trade. It was blockaded by the Union in July 1861 and captured by Federal troops in October 1862. Confederate troops retook the city on New Year's Day, 1863. The Federals reinforced the blockade. Life was hard for the troops in Galveston, particularly as the blockade made food and other items scarce. Crime and



## Chapter 7: New Birth of Freedom

disorderly conduct were rampant. Orders to stop selling flour to local civilians resulted in a bread riot in 1864. A mass mutiny of over 300 troops was narrowly averted. Yellow fever swept through the city in the fall of that year. When the Union fleet sealed Mobile, Alabama in August 1864, Galveston became the only Confederate port on the Gulf of Mexico. In the first three years of the war, only a dozen blockade-runners had entered Galveston; after August 1864 a new blockade-runner entered the city every week. Galveston is an excellent choice for a dark and gritty campaign set in a city under siege. It also makes a good base for a naval privateering campaign.

**The Mississippi River System:** The Mississippi River was the most strategically important terrain feature in North America. It was the highway that brought cotton and other goods to the Gulf of Mexico. It also represented a barrier that split the Confederacy in two. By controlling the Mississippi, the Union cut off the Trans-Mississippi states, and increased the length of the border the Confederacy had to defend. The Mississippi and its tributary rivers saw action between ironclad steam gunboats, combat between boats and shore-based raiders, and some of the first uses of electrically detonated mines (called “torpedoes”). The USS *Cairo*, on display at Vicksburg National Military Park, was sunk on the Yazoo River by such a torpedo. For campaign ideas, think *Apocalypse Now* or *The Sand Pebbles* with muskets.

**Canada, London and Paris:** You don’t have to restrict yourself to the borders of the United States! Confederate spies operated almost openly in Canada (particularly Canada West, which became the province of Ontario, and in Montreal in present day Quebec). Confederate raiders operating out of Ontario captured a boat in Lake Erie in an ill-fated attempt to free prisoners from the Johnson Island prison camp. Rebels raided St. Albans, Vermont from Canada, “capturing” the city, robbing several banks, and fleeing back into British-held territory.

Confederate President Jefferson Davis sent representatives to London and Paris to gain recognition for the Confederacy. The Union, in turn, sent spies to those nations. Britain was particularly important, as the Secessionists outfitted several commerce raiders on the

sly and in violation of British neutrality. A cloak-and-dagger campaign can take the war beyond the United States’ borders.

**The High Seas:** International trade was the economic lifeline of the Confederacy. To cut it, the Union blockaded the South’s ports, prompting a naval war. The Battle at Hampton Roads (where the ironclad USS *Monitor* fought the *Merrimack*, rechristened the CSS *Virginia*) and the Battle of Mobile Bay are the most famous clashes, but there were plenty of lesser known actions on the world’s oceans. Fast steam ships ran the blockades, taking Southern goods to foreign markets and bringing much needed war materials to the Confederacy. Starting in July 1861, Confederate commerce raiders began capturing Union merchant ships, bringing them back to Confederate ports or destroying them at sea. Several raiders—including the CSS *Florida*, *Alabama*, and *Shenandoah*—became famous, sinking or capturing more than 100 ships. The Civil War offers a 19th-century take on merchant ship adventures most often found in science fiction. The Civil War is, after all, the inspiration for the *Firefly* television series.

### THE GIFTED AND RECONSTRUCTION

Your campaign does not have to end with Lee surrendering at Appomattox. Significant challenges await The Gifted in the twelve years that followed the war, known as Reconstruction.

In order to pacify the South, the Union army occupied the major cities of the Confederacy. With the murder of Abraham Lincoln, there was a real feeling in the North that the Confederacy should be punished. Andrew Johnson, Lincoln’s vice president and successor, followed a more moderate course. There were no treason trials and prominent Confederates were pardoned.

Politicians with Republican leanings moved south and formed a coalition with free blacks and sympathetic whites (“scalawags”). Due to the stereotypical luggage presumably carried by these Northerners, they were called carpetbaggers. Not all carpetbaggers were politicians. Some were Northerners with money who went south to rebuild and exploit the vanquished states.

## Chapter 7: New Birth of Freedom



The end of the war brought the emancipation of all slaves in the United States. It eventually brought new rights, including a black male's right to vote and run for office. However, more than 100 years of institutionalized bondage could not be wiped out with the end of the war. Southern state governments enacted black codes, imposing controls (particularly employment controls) on blacks. African-Americans had more rights now than ever before, but they were still very much second-class citizens.

A backlash against greater freedoms for blacks formed. White supremacists, most of whom were ex-Confederates, banded together. The most famous group was the hated Ku Klux Klan. Five former Confederates formed the Klan on December 24, 1865 in Pulaski, Tennessee. The Klan was organized as a secret society to protect the identity of its members. It launched a reign of terror throughout the United States, lynching and intimidating African-Americans, carpetbaggers, and scalawags. They whipped white "collaborators" and burned black churches and schools. In 1867 former Confederate general and former slave trader Nathan Bedford Forrest was made the Grand Wizard, the KKK's national leader.

The Klan was successfully suppressed by 1874 due to state and federal legislation, particularly the U.S. Ku

Klux Klan Act and the 1870 Force Act. That didn't stop the killings. The worst incident of Reconstruction Era violence occurred on Easter Sunday, April 13, 1873 in Colfax, Louisiana. After a contested election, African-Americans who had been elected to public office and a large group of supporters occupied the Colfax courthouse. A group of over 300 armed whites, members of the KKK and the allied White League, besieged the courthouse. When it was over, more than 280 blacks were dead, many of them shot while surrendering.

Reconstruction is an under-utilized period for roleplaying. It's a particularly apt time for 19th century superheroes. There is a ready-made enemy in the Klan and its ilk, and a precedent for armed resistance against the Klan. For instance, white Union army veterans stood up to the Klan in Blount County, Alabama. It stands to reason that Gifted heroes would oppose the Klan, and that Gifted white supremacists would join the Klan (even though they would find it necessary to hide their abilities).

Full coverage of the Reconstruction is beyond the scope of this book. For more information, see Eric Foner's *Reconstruction: America's Unfinished Revolution, 1863 – 1877* and Nicholas Lemann's *Redemption: The Last Battle of the Civil War*.



# CAMPAIGN SETTINGS

Military adventures are some of the hardest games to run effectively, particularly in an era of massed but intermittent combat. Regular soldiers, by definition, lived a regimented life with someone above them constantly issuing orders. That kind of setting limits a character's actions and can trap the GM into a never-ending series of combat exercises.

Obviously a game set during a war is going to have its moments of extreme violence. However, as this section will show, there's more to Civil War roleplaying than shooting Yankees with Stonewall Jackson or hunting Rebels with Bill Sherman.

## DRAWN TOGETHER

The first problem all GMs have to face is why the characters came together as a group. If The Gifted are rare and hidden from mainstream society, how did the characters meet?

The easiest answer is to have someone, or something, draw the characters together. Perhaps a common mystery, or common threat, brings the characters into contact. Maybe a mysterious benefactor recognizes their powers and assembles them into a team. The most obvious option is to make them members of a Gifted organization, like the Sons of Canaan or the Society of the Raven. They can start the campaign as members of the organization, or the organization could recruit them in an early adventure. For ideas on how to use these groups in a campaign, see Chapter 2.

Another option is to make the characters close friends or relatives. Perhaps as children all the characters knew each other and they all experienced the Dream. Their collective belief in their abilities caused The Gift to manifest almost simultaneously. If the characters are from a large city, you can pull them together by way of a common mystery or menace.

Any of the above methods would work in a military campaign as well as a civilian game. Given the recruiting methods of the time, if the characters knew

each other before the war and joined up at the same time, they would belong to the same regiment and probably the same company. Since there were women soldiers masquerading as men, female characters need not be excluded.

If the characters didn't know each other prior to entering the army, bringing them together is more difficult, though not impossible. For ease of play, you probably want all the characters in at least the same company, but how do you justify as many as half a dozen Gifted belonging to the same 100-man group? Once again you can use the recruitment angle, with an officer recognizing the characters as Gifted and wanting them for his unit. The characters might stumble across each other though they belong to a different regiment, brigade, or division. Once they choose to band together, they could put in for a transfer (which is far likelier to succeed if at least one of the characters has a Gift for persuasion!).

The most difficult assemblage is a group of mixed-race or mixed-gender characters. While a female character can feign being male for use in a military campaign, such an easy subterfuge isn't possible (short of a Gift) for African-American or native characters. African-Americans were either subservient to a white man or woman, or they lived in their own social circle. Civilian campaigns allow blacks and whites to mingle (though even in the North someone will find it suspicious and take offense if the races are too familiar with each other). In the military, black characters would have to work for white characters (as a free black servant in the North, or a slave in the South), or the white characters would have to be officers in a colored regiment.

## BLUEBELLIES AND GRAYBACKS

Nineteenth-century infantry battles involved men marching on dusty or muddy roads, forming up in a field and blazing away at the enemy in a battle line. Massed combat doesn't appear to leave much room for player initiative.

A fact of army life was that a soldier spent most of his days not fighting. Warfare consisted of months of utter boredom punctuated by minutes of stark terror.

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Those “months of utter boredom” leave lots of room for adventuring. Since army camps were like small cities, you can set urban adventures in the camp. Army camps rarely moved in winter months, allowing the characters to adventure in nearby towns. If the characters belong to an occupying force (such as the Federal army in New Orleans), there’s even greater scope for urban adventures in an actual urban environment.

With a little thought, any superhero adventure set in a modern-day city could be run within a Civil War army camp. Thefts, murders, the black market, and organized crime were all present within the camps. The “city” might be composed of tents, and the “bad guys” are likely members of the characters’ own armed forces, but the stories are no different than those set in New York, Richmond, or New Orleans.

Even in camp, the enemy was rarely far away. Pickets from both sides traded goods with each other more often than gunfire, but one of these encounters could easily develop into a nasty skirmish as one side tries to capture prisoners for information. Spies and scouts tried to infiltrate the enemy’s lines. Supply lines had to be guarded constantly against raiders.

There’s an advantage to setting an otherwise mainstream superhero campaign within an army camp: on a fairly regular basis, particularly when the weather gets better, the residents of the “city” pack up their belongings and move away en masse. This lets the GM take the game on the road, with new locales and new antagonists. If the army invades the territory of the enemy there will be foraging and reprisal raids. The cast of NPCs grows tremendously, from helpful loyalists to dangerous civilians sympathetic with the other side’s cause.

When the army did approach the site of a battle, certain units had more freedom than others. The Provost Guard stayed behind the lines and stopped deserters from leaving the field. Sharpshooters (as individuals, and in companies and regiments) were allowed to range over the battlefield at their own discretion. Messengers raced back and forth between the headquarters of the army and lower-level units delivering reports and orders. Orderlies collected the wounded and took them back to makeshift hospitals. All of these groups had more freedom to act

than soldiers on the battle line. Placing the PCs in this kind of unit allows the GM to develop plot lines where the battle is the backdrop, not the focus.

Characters that survive a major engagement during a battle might find themselves with some freedom of mobility and action. Although some regiments went “into the breach” as often as three or more times in succession during a battle, other units fought until they ran out of ammunition and then their surviving members were allowed to rest. At Gettysburg, the men of the Union’s I Corps fought on all three days of the battle. In the same battle, the men of Sykes’ VI Corps fought hard on Little Round Top on the second day of the battle, but were little used after that. Clever characters would use this downtime to their advantage.

The biggest hurdle for Gifted characters in a purely military setting is the need to hide The Gift. Soldiers operated in groups as small as a squad (about 12 men) and as large as a company or regiment. Half a dozen Gifted would make up, at most, 50% of the group they typically lived and fought with. Gifted characters have to be circumspect, or they stand to be “outed” in short order. One option is to concentrate on plots that can be resolved in a soldier’s down time in camp. Otherwise the GM has to incorporate the need for secrecy in her adventures.

Taking army life as a package, there is a lot of room for a rich, varied campaign. Crime, intrigue, and justice can be even more important, and more interesting, than combat. The actual battle sequences should spice up the campaign rather than form the basis of every scenario.

### RAIDS

A mainstay of modern military roleplaying is the commando or special forces unit. Special forces units engage in varied missions more suited to roleplaying than the repetitive fighting of the typical combat soldier. There was no equivalent during the Civil War, as the same function was handled by different groups of troops, some conventional and some unconventional. This actually widens the scope of adventures set in the Civil War since every military unit, conventional and unconventional, was a potential commando team.

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There were numerous missions outside of conventional combat with strategic or tactical merit. They fell into the broad categories of intelligence gathering and infrastructure attack. Intelligence gathering included reconnaissance and scouting, capturing enemy soldiers for questioning, and tapping telegraph wires. These were duties performed chiefly by cavalry due to their mobility. Infrastructure attacks included capturing and destroying supplies, burning railroad bridges, destroying locomotives and rolling stock, burning strategic goods (like cotton and tobacco), and destroying important buildings. These activities were just as likely to be carried out by infantry as cavalry.

Unlike the targeted commando missions of World War II, most Civil War raids were large affairs ranging over hundreds of miles, with numerous strategic goals in mind. The raiders might have to burn a bridge at one spot, seize a nearby train, and then capture a town further down the line. Each task presents a different set of tactical challenges, but the adventure isn't over after one successful mission.

Roleplaying opportunities increase in the presence of civilians, and the chance of encountering civilians one-on-one is greater in a raiding adventure than a combat scenario. The characters in these types of campaigns interact closely with a locale and its inhabitants, affording them the opportunity to learn local legends and rumors and investigate them. A nearby old mansion is haunted. A strange man was spotted near the home of a young widow. A local family loyal to the characters' side needs protection from his neighbors. An enemy patrol disappeared a week ago while camped outside of town. These, and hundreds of other plots, spring from the interaction between soldiers and civilians. These plots can focus directly on the war, or they can deal with phenomena related to The Gifted and/or the Ethereals.

The greater freedom afforded to the characters in a raiding scenario allows you, the GM, to explore a wider range of plots and themes. The characters aren't required to be "on the mission" 100% of the time. Their superiors aren't constantly looking over their shoulders. They can take the time to investigate the creepy Indian mound, the enigmatic Yankee riding alone at night through

the fields, or the skeletal Rebel digging up the corpses buried on Cemetery Hill. If they've outstayed their welcome, throw an enemy patrol at them.

Civilian NPCs tend to be central to a location. Most of the men encountered will be too young or too old to fight in the war, or at home resting from an injury. The characters will interact with women on a level of equality and frequency unlike anything they saw before the war. Recurring enemies in the form of the enemy sent to hunt down the raiders are likely.

As in purely "army" games, The Gifted will belong to units where they are in the minority. It's easier for them to keep their abilities secret, though, because of the more open and spread out nature of their missions.

### **BUSHWHACKED!**

The guerrilla wars in Missouri and the Appalachians, and the sizeable anti-secessionist guerrilla bands in Jones County, Mississippi, blurred the line between combatant and non-combatants, making these regions perfect settings for games where the characters are neither full-time civilians nor military. In guerrilla campaigns, the war takes on a personal tone. The loftier question of states' rights versus union is pushed into the background. The characters are fighting instead for the preservation of their families and their homes. The enemy is no longer some nameless Rebel or Yankee but the characters' neighbor or kin. Themes of loss, risk, and vengeance are staples of games set against irregular warfare.

Guerrilla-themed campaigns have the fewest restrictions on characters and adventure seeds. Whites and blacks can work together against a common enemy without a lot of hand waving. While female characters have to pretend to be men in order to participate in a military campaign, women can take up arms to protect their homes without causing a huge stir.

Partisans typically stayed close to home, so locations rarely change too much. This allows the GM to build up a stable of known NPCs and a base of operations that quickly become familiar to the players. Familiarity fuels emotional attachments, which make risk and loss all the greater. Recurring antagonists hide behind every bush and fallen log, and probably have kinfolk nearby to



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avenge their deaths. Paranoia and fear abound. Whenever the GM is looking for a change of pace, he or she can have troops and clashing armies arrive on the scene.

The characters don't have to be as circumspect in using The Gift in a guerrilla setting. Guerrilla bands were fairly small, and civilian defenders tend to be family members and friends banding together for protection. It's easy to insert a back-story where Gifted partisans discovered each other's talents and struck out together.

Given the population density of the areas where guerrillas operated, the biggest challenge might be exploring some of the stranger implications of The Gifted phenomenon. Why do weird things always center on the character's mountain hamlet? The GM will have to come up with a reason, or keep instances of The Gift outside of the characters themselves a rare event.

### CIVIL UNREST

Characters don't have to belong to the military, either as soldiers or as informal partisans. Spy campaigns lend themselves very well to groups of civilian characters of mixed races and genders. Some of the most famous women of the Civil War were spies. Spies operated throughout the country and abroad, allowing the GM to set the game almost anywhere in the world. The GM can accommodate a large group of characters by incorporating them into their own spy ring. Information gathering, sabotage, double agents, assassination, and seduction offer enough plot hooks on which to hang a long-term campaign. The Gift and the timeframe put a unique spin on a genre heavily influenced by James Bond and the Cold War.

Games concentrating on civilians don't have to be about the war at all. If army camps can function as city-like backdrops for superhero campaigns, why not just set the game in a city in the first place? The war becomes a background event, not the campaign's focus. The war tints the campaign without enveloping it. Crime and corruption were rampant in every major American city of the 19th century before, during, and after the war. The war just brought added opportunity in the form of lucrative government contracts. Police were underpaid and semi-professional. Criminal science was in its infancy. This is the perfect breeding ground for Gifted criminals, and a





wonderful opportunity for Gifted detectives. Think *Gangs of New York* with super powers.

Set a game in New York and you have an important naval port that saw violent anti-draft protests. It was also the favorite target of Confederate agents. Washington D.C. was a rough-and-tumble town with a large military contingent and a criminal element that fed off it. Washington was also a hotbed of Confederate espionage activity; counterintelligence efforts were largely farmed out to civilian detectives. Southern cities are even richer environments in which to game. They had the same criminal elements as the larger Northern cities, but with the added complications of food shortages and horrendous inflation. To bring the war closer to home, set the campaign in one of the Union occupied Southern cities, like Memphis, Nashville, or New Orleans. There you have a volatile mixture of Southern sympathizers and Union troops, along with the usual suspects: criminals, prostitutes, and spies.

Whether it's rooting out crime in a 19th-century metropolis or spying on the other side, the greater population density makes it easier to hide The Gift while at the same time explaining the number of characters exhibiting The Gift. Even though the landscape

and society might not be familiar, the types of parahuman stories told in Civil War New York or occupied New Orleans can be very familiar to fans of modern superhero fiction.

## THE FUTURE OF THE GIFTED

Chapter 1 details the appearance of The Gifted and their activities up to the start of the War Between the States. Once the war begins, the story of The Gifted belongs to you. The only constraint is the Redness of your universe (using *Wild Talents'* color axes of superhero world design), and even that can be changed.

Assuming a Red 1 universe, you can surmise that The Gifted phenomenon dies out before the 20th century. After all, there are no parahumans alive today. Either The Gifted phenomenon was a onetime thing, or for whatever reason The Gifted remain as hidden today as they were 150 years ago.

The Gifted were heralded by a psychic shockwave that hit the United States in October 1849. For the most part, when The Gifted die The Gift dies with them. In some cases their death creates an Ethereal. A



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minority of Ethereals can transfer their Gift to a human host. Even those Ethereals that can transfer The Gift can not transfer it under all circumstances. The Gifted phenomenon has an indefinite, but real, shelf life.

The end date of The Gift is up to you. As long as the character lives, they will continue to have The Gift (unless, of course, they encounter someone or some-

thing with the ability to weaken or destroy The Gift). A 10-year-old character in 1849 could still function as a superhero well into the Wild West era, and even into the turn of the 20th century. *This Favored Land* sets the twilight of The Gift in 1877 with the end of Reconstruction. There is no reason you can't make The Gift resurgent beyond that date.

### HANDLING A RED 1 UNIVERSE

Take out any mention of The Gifted and *This Favored Land* is exactly like our world a century and a half ago. As rewarding as it is to play in a historically-accurate period, Red 1 universes have a unique set of challenges. Players want their actions to matter. They want their characters to be important within the game's setting. This can be problematic if history is supposed to proceed the way it is outlined in our history books. How can their actions matter if history is inviolate? This isn't just a philosophical debate. It is central to the players', and the GM's, enjoyment of the game.

There are sizable benefits to a Red 1 universe. You have a framework of events, and a ready cast of high-level NPCs. You can foreshadow through the players' knowledge of history. If the characters are marching north from Virginia in the spring of 1863, the players know that the adventure's climax will likely occur at Gettysburg. A good GM will use this to incite excitement (and maybe dread) in the players.

The first thing to remember is that the players can make a difference. They can't change history as we in the 21st century see it. A central premise of *This Favored Land* is that modern humans do not see the world as it truly was in the 19th century. The game assumes superheroes existed, yet James McPherson and Shelby Foote make no mention of them. Clearly there is room to make a difference, even if that difference forces history onto the path we know today.

As a GM, sit down with your players prior to the start of the campaign. Discuss the setting's Redness and how it affects character actions. The players share a responsibility with the GM for maintaining the campaign's Redness. Implicit in their acceptance of a Red 1 universe is the players' agreement not to try to violate history at a high level. The player's can't accept a Red 1 campaign one session and then assassinate Abraham Lincoln in 1861 the next session. Likewise, it is not fair for you to place your players in a position where their only choices are to follow history blindly or proceed with a forlorn hope of changing history.

The easiest way to run a Red 1 campaign is to keep the campaign intimate. As "Tip" O'Neill once said, "all politics is local." A game, especially one set during a major war, doesn't have to focus on presidents and generals to be interesting. The characters don't have to change the outcome of the Battle of Gettysburg; they just have to survive it. A great deal of excitement can be had protecting a Gifted child from the Knights of the Golden Circle, aiding an escaped slave along the Underground Railroad, or solving the murder of a Yankee officer in occupied New Orleans. If the adventure focuses on the players, their friends, their comrades and their enemies, they won't have time to change the course of the war.

One intriguing possibility is the "flexible Red 1" campaign. Historical fiction authors operate in this kind of universe all the time. To a certain extent so will you, even if you don't realize it. In a "flexible Red 1" campaign the idea is not a strict retelling of history with all traces of change hidden, but a modified retelling of history where the changes don't matter much to the scheme of things. Instead of the 20th Maine regiment on Little Round Top, the PC's regiment (the completely fictitious 41st New Jersey) holds the far left of the Union line. Instead of Colonel Parham's Confederate brigade holding up Franklin's VI Corps at South Mountain, a small group of Gifted PCs slow down the Yankees until Parham moves into position. Historical details change, but the overall course of the war continues unabated.

If your players are naturally drawn toward changing history, you should consider altering the universe's Redness. You might discover that the players really want to change history. If this is what you and the players want, feel free to increase the universe's Redness after the campaign begins. As long as you and the players enjoy yourselves, the campaign's Redness doesn't matter.



### THE DREAM, REVISITED

Was 1849 the first time a Dream event heralded the onset of parahuman abilities? Ghost stories have existed for millennia. Could Ethereals have been created without The Gift? The Gift Dream swept over North America very early in the morning. What if the same event had occurred during the day, but only Ethereals were created?

Ancient cultures tell stories of heroic humans and demigods doing impossible things. Could a Dream have visited Neolithic humans? Were The Gifted involved in the creation of the pyramids? Were Osiris, Apollo, and Loki Gifted humans? The Dream falls on the night Edgar Allan Poe died. According to *This Favored Land* canon, the death of Poe opened a rift in reality. What other deaths could have caused such a rift? Galileo's? Chaucer's? Homer's? Shakespeare's? There could have been many Gift "events" throughout the course of human history, but the 1849 event was the first to create the Gifted in such numbers.

The Gift could be a recurring phenomenon in your campaign. Perhaps with each new occurrence it becomes more powerful, until Gifted parahumans become a permanent feature of humanity. The 1849 event was the closest The Gift ever came to being permanent. What would the next event bring? And when would that event occur? You could take the ideas presented in this book and extend them into Victorian England, the Wild West, or darkest Africa. You can even extend the timeline beyond the 19th century. What if the next event happened in say Germany in 1935, and that event turned out to be permanent . . . ?

This section gives you more questions than answers. That's deliberate. Instead of being tied to a set meta-plot you have the freedom to expand the world of *This Favored Land* as you see fit.

### ALTERNATE CIVIL WARS

The Civil War is a popular topic for alternative history. If a few things had gone differently, the war could have ended with a new nation on the North American continent. Given the North's superiority in population and industrial capacity, the Confederacy is the quintessential underdog. It's not surprising that there are so many alternative histories concluding with a victorious South. Presented below are a few alternate Civil Wars scenarios.

#### Union General Robert E. Lee

Robert E. Lee was a colonel in the United States cavalry when he was asked to command the forces of the United States in 1861. Lee was against secession, but believed he had to defend his home state of Virginia. Lee spent a lifetime believing that his allegiance to Virginia was greater than his allegiance to the Union. Other important generals did not agree. Winfield Scott, the elderly general-in-chief at the start of the war, was a Virginian. So too was George H. Thomas, one of the Union's most capable generals.

**What if:** Lee were raised a little differently? His loyalty is slightly more toward the Union than his home state of Virginia. He accepts Winfield Scott's offer and becomes the commander of the Union's primary army.

Lee wouldn't necessarily be a winning general for the Union from the beginning. He would have to deal with poorly-trained troops, just like Irvin McDowell. He could very well face the same result at First Manassas as McDowell, and as a result face demotion. The big change would be in the make up of the Confederate high command. If Joe Johnston is wounded as he was in real life, James Longstreet might find himself commander of the Army of Northern Virginia. The eastern battles of 1862 would take on a different tone, particularly if a capable Lee replaces McClellan. The war would likely end sooner with an aggressive Lee taking over in 1862 instead of Grant in 1864. Without Lee's tempering of Southern sentiment, the conflict could develop into a guerrilla war by 1864 and last several more years as an insurgency.

## Chapter 7: New Birth of Freedom

### Jackson Captures Washington

After the first Battle of Bull Run/Manassas, “Stonewall” Jackson asked Beauregard for 5,000 men to drive on Washington City. Beauregard refused to give Jackson the men, keeping them for a possible counterattack.

**What if:** Beauregard and Johnston give Jackson his 5,000 men? On July 23, Jackson marches his men to Washington City. Washington’s populace panics. Politicians and civilians flee the city, turning it over to Jackson’s men in a nearly bloodless assault. The federal government reconvenes in Philadelphia, but the damage is done. The capitol now belongs to the Confederacy. Baltimore gives itself over to the Confederacy, and the rest of Maryland follows. Great Britain and France officially recognize the Confederacy. Britain signs a peace treaty with the new nation, and offers to mediate between the North and the South. A British fleet steams for North America to protect Canada and to open Southern ports to trade. Lincoln capitulates and signs a peace treaty. The Confederate States of America, with slavery enshrined in its constitution, is born.

### The Early Death of Prince Albert

On November 8, 1861, the USS *San Jacinto* intercepted the British packet steamer *Trent*. On board were James Mason and John Slidell, Confederate emissaries to Britain and France. Captain Charles Wilkes of the *San Jacinto* broke international law by taking Mason and Slidell into custody.

The affair, an affront to British neutrality, angered the British people and brought the United Kingdom and the United States close to war. The Lincoln administration began looking for a diplomatic solution, but not all of Lincoln’s cabinet members thought a war with Britain was a bad thing. William Seward, Lincoln’s Secretary of State, thought that a war with Britain might actually bring the Confederacy and the Union together.

Lord Russell, the British Foreign Secretary wrote a strongly-worded message to Seward, calling for the release of the two Confederates. On November 30, before the letter was sent, it was given to Prince Albert, husband of Queen Victoria, for his input. Albert

was ill with typhoid, but edited the letter with a more diplomatic hand. In particular, his version gave the U.S. the opportunity to officially disavow Captain Wilkes’ actions. Seward received the edited letter and realized that Britain was offering the U.S. a way to save face. The administration released Mason and Slidell, and the two nations backed away from armed conflict. Prince Albert succumbed to typhoid on December 14, 1861.

**What if:** Prince Albert dies in November 1861 instead of December? Russell’s original, strongly-worded letter is sent to Seward. The letter incenses Seward and other cabinet members. Instead of backing away from war, war erupts between Britain and the U.S. The two navies confront each other while Britain builds up troop strength in Canada. With Britain lifting the Union’s blockade on the Confederacy, and with British troop build ups causing the Union to divert troops northward, enough pressure is relieved for the Confederacy to stalemate the Union army in Virginia, and offset losses in the west with a victory in Kentucky. Either the war escalates with Britain committing ground forces, or a peace treaty is signed that includes recognition of the Confederacy as a sovereign state. A war between the United States and Britain is the premise behind Harry Harrison’s *Stars and Stripes* trilogy.

### Confederate Victory at Shiloh

The Battle of Shiloh was a stunning defeat for the Confederacy, given that General Albert Sidney Johnston, the commanding general, was considered one of the best Southern generals at the start of the war. His death, and the subsequent Confederate defeat, was the first indication that independence would not come easily.

**What if:** Johnston does not bleed to death on the first day of the battle? His potential brilliance shows itself, and he tightly contains Grant’s army at Pittsburg Landing. Grant has no option but to retreat. Thousands of Federals are captured on the banks of the Tennessee River.

The defeat ruins Grant’s career, and Grant leaves the army. Major General Don Carlos Buell absorbs Grant’s army into his. The war in the west takes on the same character as in the east, with tentative thrusts made by cautious commanders. The Confederacy manages to hold



onto the Mississippi between Vicksburg and Port Hudson, and hold off the Union on both flanks. A war-weary North elects McClellan president in 1864, and McClellan sues for peace with the Confederacy.

### **The French Take Back New Orleans**

As Admiral David Farragut's fleet prepared to run the gauntlet of Fort Jackson and Fort St. Phillip in the Mississippi delta, John T. Monroe, the mayor of New Orleans, wrote to the French Emperor Napoleon III (the nephew of Napoleon Bonaparte) to come and take back New Orleans.

Nothing ever came of the letter. Napoleon III was busy installing a puppet emperor in Mexico, and before it could be sent, the Union had sailed into the city's port district.

**What if:** Monroe had been a little faster at writing that letter and Napoleon III hadn't been embroiled in the Mexican Adventure? In our timeline France was close to recognizing the legitimacy of the Confederacy in 1862, but was willing to follow Britain's lead. In this timeline, Napoleon III takes Monroe up on his offer and sails his fleet into New Orleans. The Union now

has a land war with the Rebels and a naval war with France. The French keep the port of New Orleans open, through which flow vital supplies and materiel. The war in the west stalls, perhaps even resulting in French troops fighting along side Confederates. With French help the Confederates win their independence, but will the French give up their toehold on the continent, or will Napoleon III set his eyes on the former Louisiana Purchase lands?

### **The Lost Order Found**

On September 10, 1862, Union soldiers found a copy of General Robert E. Lee's Special Order 191 in a clover field. It was a complete set of orders for the opening moves of Lee's invasion of Maryland. Although he squandered 13 hours debating what to do, Union Major General George McClellan used the orders to attack Lee at South Mountain and force Lee to defend against the Union Army of the Potomac at Antietam Creek. The resulting battle was a tactical draw, but it ended Lee's invasion. In order not to appear desperate, Lincoln needed a victory before announcing his Emancipation Proclamation. Antietam was that victory. With the Proclamation, Lincoln seized the moral high



## Chapter 7: New Birth of Freedom

ground and all but ended any hope that Britain would recognize the Confederacy.

**What if:** The Lost Order was never lost? Lee goes on to invade the North just as he would do a year later in our timeline, only in 1862 Lee is healthier and he's up against George McClellan. He defeats McClellan in a major battle in Pennsylvania. Lincoln loses his opportunity to release his Emancipation Proclamation. He becomes a lame duck president after peace democrats win the 1862 mid-term elections. The British, who were close to intervening in the war in our timeline in 1862, recognize the Confederacy. Lincoln has little choice but to accept Britain's offer of mediation. This is the premise behind Harry Turtledove's *Timeline-191* series, beginning with *How Few Remain*.

### Lee Victorious at Gettysburg

The largest battle of the war was fought at Gettysburg, Pennsylvania on July 1–3, 1863. Although Robert E. Lee's Army of Northern Virginia was outnumbered, it was the closest Lee would ever come to numeric parity with the Union Army of the Potomac. His Army of Northern Virginia delivered a strong blow against the Union Army on the first day of the battle, but the Federals dug in on the high ground and were soon reinforced. An attack on Union Major General George Meade's flanks failed on the second day, and a bloody frontal assault on the third day did little more than add to the casualty lists. Lee retreated into Virginia, his northern invasion ended, after giving the Yankees the major victory in the east that they had craved since Bull Run.

**What if:** Lee had won at Gettysburg? The Confederates had several opportunities to win the battle (all of which have been well documented). A favorite has "Stonewall" Jackson surviving the Battle of Chancellorsville and operating at peak form at Gettysburg. Suppose Lee listens to Longstreet and attempts to go around the Union left flank on the second day. The Confederates take Little Round Top and force the Union army to retreat from Gettysburg. Meade interposes his army between Washington and the Army of Northern Virginia. Lee pushes east, threatening Philadelphia. The panic turns public sentiment in the North against the war. Gettysburg offsets the Confederate loss



at Vicksburg. In the 1864 elections McClellan wins in a narrow victory over Lincoln.

A Confederate victory at Gettysburg is the premise for most Civil War alternate histories. The most famous are the books *Gettysburg: An Alternate History* by Peter Tsouras; Newt Gingrich and William R. Forstchen's *Civil War* trilogy; *Bring the Jubilee* by Ward Moore; and the essay "If Lee had not Won the Battle of Gettysburg" by Sir Winston Churchill.

## OTHER HISTORIES

Several other plausible scenarios exist, though they are usually a variation on a theme: The Union army is stymied, the North grows weary of the war, and the Republicans lose the 1862 mid-term elections or Lincoln loses the 1864 presidential election. Several plausible scenarios, beside the ones listed above, follow this path. If the Lost Order hadn't been lost and if Confederate Major General Braxton Bragg had followed up his victory at Perryville, both Pennsylvania and Ohio could have been invaded just prior to the 1862 election. If Union Major General William T. Sherman's advance had stalled outside of Atlanta in 1864, it's possible that McClellan would have won the presidency.

Almost without exception, alternate histories focus on a Confederate victory. That doesn't mean you have to. What if Confederate Major General A.P. Hill had been late at Antietam and McClellan had surrounded Lee? McClellan might have isolated and defeated Lee's army. Chancellorsville was a near thing, so what if Union Major General "Fighting Joe" Hooker forced Lee back from the Rappahannock River? Hooker might have driven Lee back toward Richmond a full year before Grant did the same thing.

If you're not afraid of doing a lot of historical revision, a particularly interesting alternate history pits Lee against Grant in the west and Bragg against McClellan in the east. The Confederacy might lose Virginia but win the war.

## FLIGHTS OF FANCY

There are literally dozens of points where the course of the war could have taken a significant detour even without interference from The Gifted. Throw parahumans into the mix and almost anything is possible.

*This Favored Land* takes a fairly realistic view of the war (if your mind can get around a world of superheroes being "fairly realistic"). That's no reason you have to. Change the color axes, pick a few interesting dice options, and run a four-color campaign. Imagine the Union and Confederate armies halted at Second Bull Run while Terrible Swift Sword fights Captain Confederacy in the air over Henry House Hill. The adventure pretty much writes itself.

The Civil War is right at the beginning of the era popularized by the "steampunk" genre. Instead of superheroes try steam-powered landships and walking war machines (the film *Wild, Wild West*), time-traveling neo-Nazis running assault rifles to the Confederacy (Harry Turtledove's *Guns of the South*), steam-powered mechanical computers (William Gibson and Bruce Sterling's *The Difference Engine*), or clockwork, sentient robots fighting undead wizards and vampires (Dark Horse Comics' *The Amazing Screw-on Head*). For additional scenarios, see "Choose Your Own Confederacy" in the "Building Superheroic Histories" chapter of the *Wild Talents* rulebook.

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## CHAPTER 8

# BROKEN IN THEIR VIOLENCE

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**B**roken in Their Violence is an introductory adventure for *This Favored Land*, set in Missouri in 1861. The characters will come face to face with terrorism, 19th-century style, in the form of Kansas Jayhawkers. At the same time they will come into conflict with another group closely linked to the Gifted phenomenon, the Knights of the Velvet Glove.

The adventure assumes that the characters belong to the organization known as the Sons of Canaan. Though they have never met before, they learn early

on that all present are Gifted, brought together for a common purpose.

The PCs do not have to belong to the same political faction: they can be Unionist or Secessionist. The characters are assumed to be anti-slavery, as this connection brings them together. Pre-generated PCs are included at the end of the adventure. With a little modification the adventure would work for characters in another organization, such as the Society of the Raven. The key is that the player characters learn about the slave girl Ginnie and her Gift, and that they have a reason to rescue her.





# CLANDESTINE MEETING

The adventure begins on Monday, September 9, 1861. The player characters (the PCs) gather just outside St. Louis, Missouri in the home of Matthew and Harriet Deaner, a young, white farm couple. The Deaners' home is a depot on the Underground Railroad, but it is not the Deaners who summoned them. (If you are using the pre-generated characters, you can set this section on the ranch of Sarah Miller, one of the pre-generated characters, who lives five miles outside of St. Louis. Optionally, you can play this section as is, since the Deaners are only a mile from St. Louis and thus a more convenient meeting place).

The PCs received a letter from Vera Cole, the leader of the Sons of Canaan, a week ago asking that they meet at this location on the second Monday of the month. She had an important job for them if they were up to the task. She would not specify what the job entailed, writing only that there was some urgency to the endeavor. The PCs are all members of the Sons of Canaan, and either met the Coles previously, or were introduced to them through mail correspondence by a friend. Vera is aware that they are Gifted.

The Deaners entertain the PCs while they wait. The discussion naturally turns to the war and the Federal setbacks at Bull Run and Wilson's Creek, the latter fought a month ago near Springfield, Missouri. Everyone present believes slavery is evil, but Matthew Deaner is actually pro-secession. Matthew doesn't care much for Mr. Lincoln. He fears that if the war goes against the Union, Lincoln will welcome back the Southern states with a promise of enshrining slavery in the Constitution. He despises the Missouri government, and Governor Claiborne Jackson in particular, for siding with the Confederates, but he thinks it best that the Confederacy leave the Union. He feels strongly that Missourians would vote to stay with the Union, and that with the Southern states gone the Fugitive Slaves Act would soon be abolished. He will sermonize on this

point if given half a chance. This affords the PCs the opportunity to discuss their political beliefs if they wish. If the discussion turns heated, Harriet mildly restrains her husband, reminding him that these people are their guests. She is a proper 19th-century wife and does not express her own opinions.

Around 6 p.m. a carriage draws up. Three African-Americans enter the house. The older pair are Vera and William Cole. The Coles greet the PCs warmly and introduce themselves to any PCs they had not previously met in person. The third man is introduced to them as Juba, a recently-escaped slave. Juba is in his early 30s. He's solid and tall, but a bit shy.

Harriet Deaner and her house servant set a meal for everyone. Juba is clearly uncomfortable, as this is the first time he's ever eaten with white folk. After the meal, the Deaners retire to another room while leaving the front parlor to the Coles, Juba, and the PCs. As the Deaners leave, Vera thanks them for the use of their home.

Alone, Vera apologizes for not meeting them in her own home. Even with the Federal presence in St. Louis, she worries that it's not safe for her to take in so many strangers at once.

Vera wastes little time getting to the point. She needs them to go to southwestern Missouri and search for a slave girl named Ginnie. She needs the PCs' help due to their "unique, God-blessed talents." If they didn't know it before, there is now no doubt that they are all Gifted.

She continues. Ginnie has a God-blessed talent of her own. Vera turns to Juba and, with a little coaxing, gets him to tell his own story. Juba admits to being "God-blessed" himself. He says he can "talk with animals, and get them to do my bidding." He's had this ability for a good five years, ever since a horse in his care grew lame. His master Cyris Watkins blamed Juba's negligence and thrashed him with a cane, breaking his nose. As the beating continued beside the horse's stall, Juba found he could understand the animal and his pain—the animal hurt soon after it's last shoeing. "It's the shoes!" cried Juba. Watkins called in a veterinarian who confirmed Juba's diagnosis. The horse's hoof wall had cracked when the new horseshoe was applied. Juba was vindicated, though Watkins didn't bother apologizing.

## Chapter 8: Broken in Their Violence

In late June, while purchasing supplies in Nevada City for his master, Juba met a young slave girl of no more than 14 years of age. She walked up to Juba in the general store and said, “You’ve been touched by God. I can sense it.” She told him that she has seen other people touched by God, but not very many, maybe half a dozen in all. She swore she saw one man walk right through a wall in Springfield a year earlier. Juba asked where she lived, but she shrugged. She’d only recently been bought by her mistress and wasn’t really sure where she was. A woman—presumably her mistress—yelled for her. Juba quickly asked for her name. She said it was Ginnie, and then disappeared out the door.

Vera and William take up the story. Watkins moved his family east to Jefferson City a month later. A chance meeting with a freedman on a steamboat introduced Juba to a “depot” on the Underground Railroad. At the first opportunity Juba escaped. In mid-August he turned up at the Coles’ home. While watching Samuel forge a set of documents, he asked if the man was “touched by God” like he was. Soon Vera and Juba were talking about The Gift. It was then that Juba told them of Ginnie.

Vera is excited about what Ginnie represents. The girl can apparently detect people with The Gift. This Gift would be a huge asset for the Sons of Canaan. Instead of engaging in the dangerous act of spying to find Gifted slaves, Ginnie could simply point them out. Vera and William have another reason to find Ginnie. William confides in the PCs that they have lost some of their number in the Southern states. She worries that someone is actively harming Gifted slaves, freedmen, and Sons. If the girl is walking up to The Gifted and telling them they are “touched by God,” eventually someone with malice in his heart will learn of her ability. She wants the PCs to find Ginnie and bring her to St. Louis.

Vera thinks there is safety in numbers, given the recent military activity in the state. She also doesn’t know where Ginnie lives, other than near Nevada City. She could be in that town, or any of the neighboring towns. A group is more likely to find her quickly than a single Son. The Coles would go themselves, except they have work with the Sons keeping them in St. Louis.

William can give the PCs \$25 each for expenses

if they agree to the job. It’s all he can afford, and he’s hoping they can foot some of the cost themselves. A wealthy PC could possibly negotiate Ginnie’s purchase; otherwise they are going to have to steal her. The ramifications of being caught are serious, given that Missouri is a slave state. Vera and William ask the PCs once more if they are up for this enterprise.

Assuming the PCs agree to search for Ginnie, Vera says that Juba is willing to go back to Nevada City to identify Ginnie. Juba is not excited about this prospect, but he nods, confirming his intentions. Vera produces a bill of sale for “Jim,” a male slave fitting Juba’s description.

If one of the PCs has Telepathy or another Gift that allows them to identify Ginnie, it isn’t necessary for Juba to go with them. If Vera is aware of this Gift, she will suggest the PC use it and won’t bring up Juba’s accompaniment as an option. The PCs might decide it’s too risky for Juba to go with them (and, as it turns out, they would be right!) in which case Juba will describe the girl as best he can. She has a dark complexion, delicate features, and she wore a new yellow dress that was too well made to be homespun. Her most striking characteristics are her openness and her inquisitiveness. The rest of the adventure assumes Juba travels with the PCs. If he does not, ignore sections pertaining to him.

Their business complete, Vera asks the Deaners to join them, and they visit with their hosts and the PCs for a while. Around 9 p.m. Vera and William head home. The Deaners had promised to put the PCs up for the night. The PCs have the next morning to collect any supplies they need, and then head out on their journey.

### **SHOW ME THE “SHOW ME” STATE**

Nevada City is in the western portion of Missouri, near the Kansas border. The town is about 275 miles west southwest of St. Louis, about 95 miles south of Kansas City, and the same distance northwest of Springfield. The PCs best travel plan is to take a train or steamboat from St. Louis along the Missouri River to either Osage (95 miles away), or Jefferson City (an additional eight miles further). The trip takes about four and a half hours to Osage, and five hours to Jefferson City by train. A steam-

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boat along the Missouri takes about 6 hours, but the PCs could wait the better part of a day (or longer!) for the captain to load enough cargo and passengers for the run. The train trip costs \$1 per passenger, the riverboat \$2.

From Osage the PCs can take a steamboat up the Osage River to Warsaw, Missouri (20 hours and \$6 each), or they can take a stagecoach from Jefferson City to Warsaw (nine hours, \$2 each). At Warsaw they have the option of taking a stagecoach to Nevada City (seven hours, \$1.50) or getting on another steamboat up the Little Osage River to Belvoir (12 hours, \$2), and then from Belvoir a short 16-mile (2 hours, 25¢) trip by stage.

The differences between the options are comfort, time, luggage capacity, and cost. Taking a steamboat the whole way will take about 36 hours. A stagecoach can do it in half that time, but the PCs will spend most of the trip packed into a coach, except for short breaks, and can only take 25 lbs of luggage each. A steamboat is more luxurious, and the PCs should arrive well rested. What's more, they could take their own horses on a steamboat (if they have any), which they can't do with a stagecoach. That will give them transportation once they get to Nevada City, if they need it.

### HEADING WEST

The train leaves at 9:00 a.m., noon, and 4:00 p.m. for Jefferson City. This gives the PCs time to purchase any supplies they might need before heading on their journey.

If they plan to take a steamboat, they need to get down to the river early in the morning. There they will find a side-wheel packet boat (mixed passenger and freight) called the *Matthew Pearl* (Captain Quentin Clark) loading cargo. The boat won't be ready to push off until the afternoon, which also gives the PCs time for a supply run.

The trip to Jefferson City (for a stagecoach run) or Osage (for a riverboat excursion) is uneventful. If the PCs took a train, a company of Federal troops, most of them with German accents, rides in one of the passenger cars. If they take the steamboat, they meet a troop of Yankee cavalry. Also present on the steamboat are a group of settlers headed west, with all their worldly possessions packed in wagons on the main deck.

Regardless of the transportation mode or the destination, the majority of the passengers are local civilians; salesmen with prospects in Jefferson City, businessmen returning west after buying goods in St. Louis, women and children returning from visiting family.

Most of the passengers are white, though a couple of passengers travel with their slaves or free black servants, and there are a couple of free black businessmen on board. (The train cars are not segregated by race, and neither is the steamboat, but whites and blacks tend to segregate themselves. If an African-American PC sits beside a Caucasian PC, passengers will assume a master/slave or employee/servant relationship.)

The talk among the passengers is Major General John C. Frémont's declaration—made a week ago—that anyone found in rebellion in Missouri was subject to having their property seized. In particular, his intention to free impounded slaves is the cause of much consternation. Pro-Southern passengers are particularly upset by Frémont's declaration. Vocal Unionist PCs could find themselves in the middle of an altercation.

As the PCs approach their destination, Juba becomes quieter (not that he's particularly talkative) and more withdrawn. He's afraid that he'll be noticed by a local slave patrol. The chance of that is not great. Watkins did inform the slave patrol that Juba was missing and gave them a general description, but the forged bill of sale is enough for "Jim" to pass unmolested.

If the PCs took the early train to Jefferson City, they arrive in time to catch the 2 P.M. stagecoach to Warsaw. Connecting coaches will bring them into Nevada City early the next morning, but they will be tired from the all-night trip. If they took a later train to Jefferson City, the next stagecoach departs at 7 A.M. the next day. They will need to find a hotel for the night.

If the PCs made for Osage and the riverboats, they find the packet sternwheeler *Alliance* and her Captain Samuel Dean loading cargo. Captain Dean expects to leave early the next morning. The precise departure time is up to you. Riverboat departure times vary while their captains load enough cargo or passengers to make a trip profitable. As on the *Matthew Pearl*, the PCs can stay the night on the *Alliance* once they book passage.



## Chapter 8: Broken in Their Violence

### CHANCE ENCOUNTER

Regardless of the route the PCs take, they meet Ruby Glassford, an attractive 32-year-old woman of modest means. Her travel dress is worn but well maintained. She is open and vivacious, just a little too talkative. Her

accent is Midwestern, probably Illinois, and her speech suggests she's educated but a little rough around the edges. Ruby is a widow (her husband died of tuberculosis in '58) on her way to see her sister. Her sister (Agatha Griffy) is due to give birth in the next few weeks in Warsaw, Missouri, and Ruby will be there to act as midwife.

### BLEEDING KANSAS

In 1854, Stephen Douglas, a famous senator from Illinois, developed the Kansas-Nebraska Act. The act was designed to stem the growing fear in slave states that they would be outnumbered by new free states in the U. S. Senate. The Kansas-Nebraska Act allowed new states to decide for themselves whether they would be free or slave. Nebraska was settled by northwesterners and was strongly free. The real focus was on Kansas, which lay beside the slave state of Missouri.

Once the act was signed, Missourians swept into the Kansas territory and staked claims. At the same time, New England abolitionists sent settlers into Kansas. By 1855 some 1,200 abolitionists had settled in the territory. When the settlers arrived, they staked claims to the land, often "jumping" claims made by absentee Missourians. This precipitated calls for Southern colonists. Abolitionist Henry Ward Beecher collected funds to send Sharps rifles (nicknamed Beecher's Bibles) to Kansas abolitionists. Violence was inevitable.

In November 1854 Missourians streamed over the border and voted for a pro-slavery legislative committee. Even more went over the border in March 1855 to vote for the legislative assembly. Though the Washington-appointed governor declared the results invalid in some districts—one district had 600 votes for only 20 legal voters—a pro-slavery legislature was approved. The state's abolitionists rejected the election and formed a shadow government in Topeka, Kansas.

A pro-slavery man shot a free-state supporter named Charles Dow in November 1855. Violent reprisals followed. The local law lost control of the area, so an army of 1,500 Missourians and Southerners marched into Kansas and laid siege to the abolitionist town of Lawrence. Eventually a peace settlement was reached and the siege, known as the Wakarusa War, was lifted.

Scattered violence resulted in another pro-slavery army attacking Lawrence on May 21, 1856. This time these "Border Ruffians" destroyed the printing presses of two free-state papers, broke into homes and stores, and gutted a hotel. Fanatical abolitionist John Brown learned that pro-slavery men were forcibly evicting free-staters in a settlement near Pottawatomie Creek.

Two days later he and a band of men took five pro-slavery men captive and hacked them to death with swords. Two of Brown's sons were captured in the aftermath. On June 2 Brown and his band captured 23 pro-slavery men after a three-hour gunfight known as the Battle of Black Jack. The men were exchanged for Brown's sons.

Border Ruffians and free-staters clashed in a growing guerrilla war. On August 30, about 300 Border Ruffians burned the town of Osawatimie, which was defended by John Brown and his followers. Brown fought back with raids of his own. The violence continued for two months until Brown left Kansas and a new governor, John Geary, was appointed.

The last major killing spree was the Marais des Cygnes massacre on May 19, 1858, where Border Ruffians murdered five free-state men. The violence ended in 1859, by which time approximately 56 people had died in what became known as "Bleeding Kansas." Kansans ratified an anti-slavery constitution in 1859 by a margin of 2 to 1, paving the way for Kansas to enter the Union as a free state.

In 1861, once the Civil War began, Kansas "Redlegs" (named for their maroon uniform trousers) under Jim Lane looted and pillaged pro-slavery property in Missouri. Lane was an ardent free-state agitator and former U.S. senator who sought revenge on Missourians for "Bleeding Kansas." In response, Southern partisans like William Quantrill and Bloody Bill Anderson attacked Unionists. From 1861 until 1866 a bloody guerrilla war raged throughout Missouri and the border areas of Kansas. People lived in fear of a late-night knock on their door, not knowing if they would be murdered by Kansas "Jayhawkers" or Missouri "Bushwhackers." In the fall of 1863, following Quantrill's massacre at Lawrence, Kansas, the U. S. government forcibly depopulated most of the counties along the Missouri border.

In terms of its impact on civilians, the fighting in Missouri (which descended from "Bleeding Kansas") was as devastating as any conflict during the Civil War.

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Ruby's story about her sister is a ruse. Ruby's sister lives in Cairo, Illinois, and gave birth six months ago. Ruby belongs to the Society of the Raven, and she is Gifted with the power of precognition. She was on her way to Lexington, Missouri because a vision told her there would soon be a battle there. She intended to observe the battle (from a discreet distance) and report to the Society any Gifted involvement. She changed her mind when, while napping on the train from St. Louis, she had a vision of one of the PCs using a power. Now she intends to follow the PCs and spy on their activities.

She hopes to learn more about the PCs by riding with them. Every now and again she enters a trance and tries to read a PC's future. To the PCs, she looks like she's daydreaming. It's likely that she will receive a vision of the Jayhawker attack on Fairview (see "A Busy Night," below). She must succeed at a Stability or Lie roll to hide her shock and trepidation after the vision.

If one of the PCs has Telepathy, you might have Ruby steer clear of the PCs, and watch them from a distance instead. She can always take the route to Nevada City the PCs chose not to take, arriving up to a day earlier or later. Optionally, you can play this section as written, with the telepath potentially learning about Ruby's mission.

At some point on Wednesday, September 11, the PCs arrive at Warsaw, Missouri. Ruby says goodbye and wishes them well. If the PCs were taking a riverboat, Ruby will take the stagecoach, beating them there by several hours. If the PCs took the stage, she will follow by riverboat or on a later stagecoach.

Ruby takes the Society of the Raven's goal of preserving The Gifted to heart. If the PCs try to kill one of The Gifted, she will try her best to stop them. This can take the form of spoiling their aim, or warning the PCs' adversaries. At the same time, the PCs are Gifted, so she will try to help them if they are in danger. Use her Precognition dice pool to help her sneak after the PCs without being seen. If they are having too easy a time of things, throw in Ruby as a complication. If they become overwhelmed, she can come to their rescue. Ruby can also act as an introduction to the Society of the Raven.

### NEVADA CITY

The PCs reach Nevada (pronounced neh-VAY-da) City sometime on Wednesday, September 11 or Thursday, September 12. The town has just under 1,000 white inhabitants. There are 200 slaves in the county, almost half of them in and around Nevada City. The town is the seat of Vernon County and exists to support the local farms. There are two hotels and two saloons, a general store, men's and ladies' clothing stores, a couple of barber shops (one offering dentistry services), a farm implements supplier, a blacksmith, three doctors, a veterinarian's office, the county jail, a sheriff's office, and two newspaper offices.

The town is buzzing with excitement. On September 2, General Sterling Price's 6,000 Missouri State Guardsmen fought a nasty skirmish with 600 Jayhawk cavalry under the hated Kansan Jim Lane near Big Dry Wood Creek. Lane was forced back to Fort Scott, Kansas, and Price has since moved north toward Kansas City or Jefferson City (no one is quite sure where). A half dozen Missourians wounded in the battle lie in homes in Nevada City, where local women tend to them.

The town is fervently pro-secession, though about 20% of the population is Unionist. Given the current mood, all but a handful of vocal Unionists keep their political views to themselves. Nevada City's proximity to Kansas makes the population nervous. The town set up a vigilance committee to post sentries on approaches to town, and a militia "company" of 30 men armed with smoothbore flintlocks and hunting rifles drills each day.

With the recent skirmish with the Jayhawkers and the Battle of Wilson's Creek, the town is naturally suspicious of strangers. If the PCs are from Missouri or the South, and they take measures to appear pro-slavery or pro-secession, the town folk will warm to them.

A PC with a Northern accent will be met with suspicion and silence. If a PC shows pro-Union or anti-slavery sentiment, things turn ugly. People cross the street to avoid them. Someone throws a rock at them, or takes a potshot at them just to "scare" them. Eventually the vigilance committee will corner the PCs and escort them out of town. "It's for your own safety, you understand."

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### FINDING GINNIE

Finding Ginnee won't be easy. The PCs have to figure out how to ask questions pertaining to the slave girl without it sounding like they intend to steal her. From Juba's story, they know Ginnee is new to the area. They can use that fact to their advantage. They could claim Ginnee witnessed a crime, or was involved in a crime, in the town where she previously lived. They could claim they were her previous owners and unscrupulous slave dealers stole her. They could even suggest some wrongdoing on the part of her new owners, though that risks the locals warning Ginnee's owners before the PCs have a chance to find her.

If the PCs are white, questioning free blacks or slaves is going to be fruitless. They will answer politely, but they won't "remember" the girl. If a slave or free person of color is seen talking to these strangers (particularly if the strangers are from the North), the local sheriff, backed by the vigilance committee, is going to ask some serious questions.

If one of the PCs is black, though, or the PCs brought Juba along, little attention will be paid to two blacks talking to each other. This lets the white characters devise a cover story that has nothing to do with Ginnee. Most blacks will require some convincing before they say anything. Slaves might assume the questions are some sort of trick and tell their masters about their conversation. Even still, this is the safest way of finding Ginnee.

Several people know Ginnee:

**Peter Huckleby:** The owner of Nevada General Store knows her well, as her mistress, Amelia Lawson, comes in frequently. Huckleby will maintain his client's privacy unless he is convinced some crime was committed.

**Hugh Slaney:** He runs the woman's clothing store. He recognizes Ginnee from the description of her inquisitiveness and a mention of her yellow dress. Slaney doesn't take much convincing before telling the PCs that Ginnee belongs to the Lawsons in Fairview, Missouri. He finds Mrs. Lawson rude and demanding, often insisting that her alterations be done "right this minute," as if she was his only client.

**Adam Garland:** Adam is a free man of color, and a local barber. He knows all the comings and goings in the town. Although he doesn't know her name, he does know that the Lawsons bought a girl a few months ago that matches Ginnee's age. As far as he's aware, she's the only new girl fitting her description in the entire county.

**Henry:** A slave owned by Thomas Swaford (a local blacksmith) met Ginnee when Mrs. Lawson brought one of their horses in to be shod. He won't reveal this information unless persuaded, but he will tell his master that he was questioned.

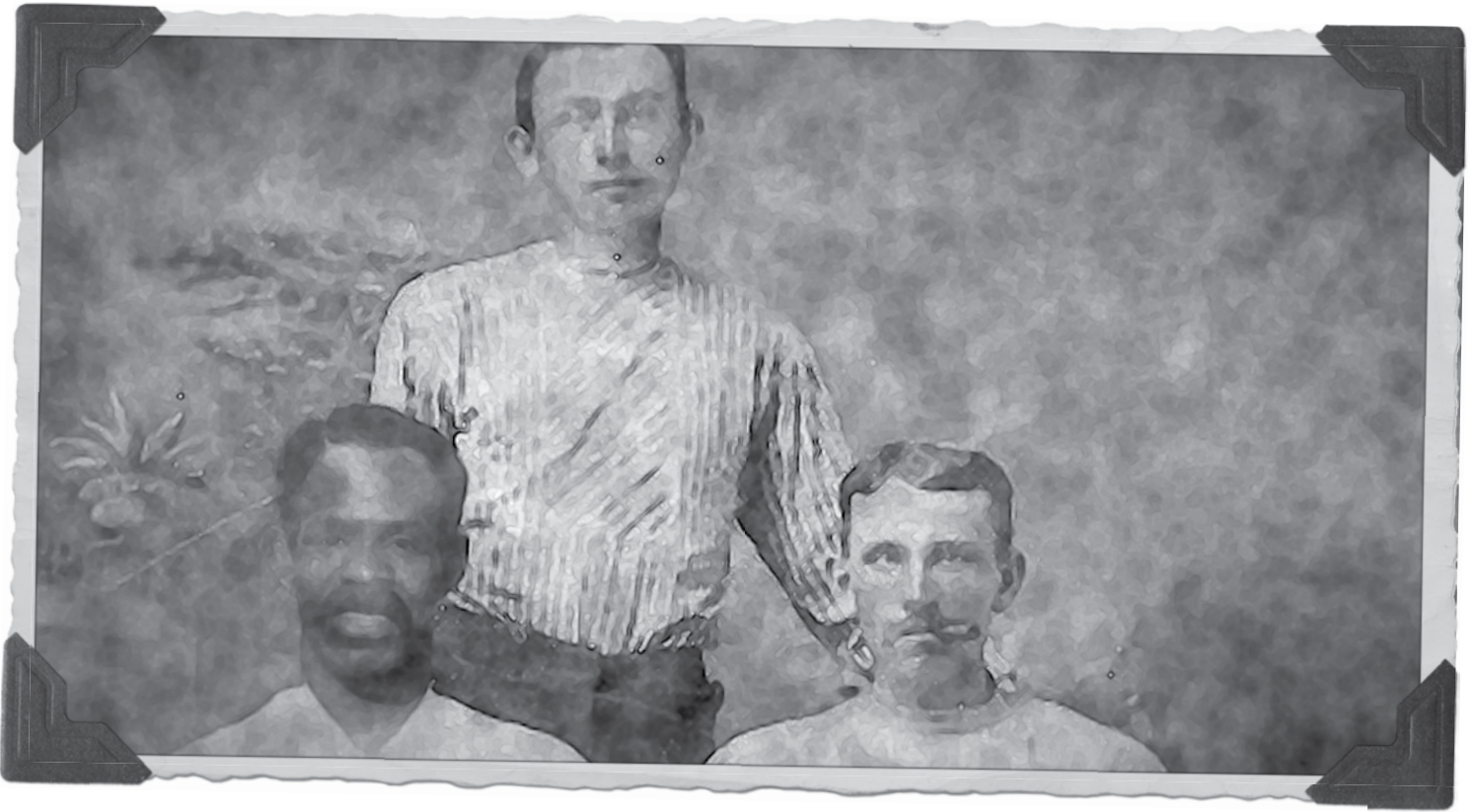
**Nicholas:** Nicholas is owned by a local farmer, but he is rented out to John Midland, the town's apothecary. Nicholas has taken a shine to Ginnee and is protective of her. He won't divulge Ginnee's whereabouts unless he is convinced she is in trouble and the PCs can help her. He knows that she belongs to the Lawsons in Fairview. It won't be easy for white PCs to convince Nicholas of their sincerity. He knows Juba, though, and Nicholas will believe him. If the PCs get the feeling that Nicholas knows something, Juba will volunteer to speak with Nicholas, even if Juba is hiding outside of town (and risks being spotted when he enters the town).

Of course, if the PCs have a Gift that would allow them to track her down in a more esoteric fashion they only need to come up with a reason for being in Nevada City in the first place. If the above options fail, you can always have Mr. and Mrs. Lawson come into town with their three sons, George, William, and John, Jr. Juba recognizes the woman as Ginnee's mistress.

If they don't question anyone though, they won't learn an important fact: Someone else was asking about Ginnee two weeks ago. Hugh Slaney remembers that someone by the name of Fox was asking similar questions to the PCs a couple of days earlier, before the Missouri State Guard came through.

Nicholas knows more of the story. A couple of weeks ago, a white man (Fox, though he doesn't know the man's name) was walking from the barbershop to the saloon when Ginnee called out to him. At first the man seemed angry at being interrupted, but after they talked for a few minutes he seemed to warm to her. Mrs. Lawson strode up and pulled the girl away from him. He tipped his hat





to the woman as she left. Nicholas thought this strange, because Ginnie never goes out of her way to talk to white folk. The man left town the next day, but two days ago he arrived back in Nevada City just as the Missouri State Guard left. He asked around about Ginnie, and then left on the Springfield stagecoach.

### **SLAVE PATROL**

Juba escaped from his master in Jefferson City and Cyrus Watkins wrote to friends in Nevada City about the loss of his slave. Several people in Nevada City know Juba escaped and recognize him on sight.

Unless the characters take pains to disguise Juba or hide him outside of town, someone will spot him and inform the local slave patrol. The slave patrol will search for Juba first and, if the PCs were seen with Juba, them second. If he sees them coming, he'll run. If they catch him unawares, he'll stick to the story that he belongs to one of the PCs and that his name is Jim.

What happens is largely up to the PCs and their Gifts. If Juba was operating alone or was otherwise unconnected to the PCs, he is beaten and taken to jail in preparation for shipping him to Jefferson City; an

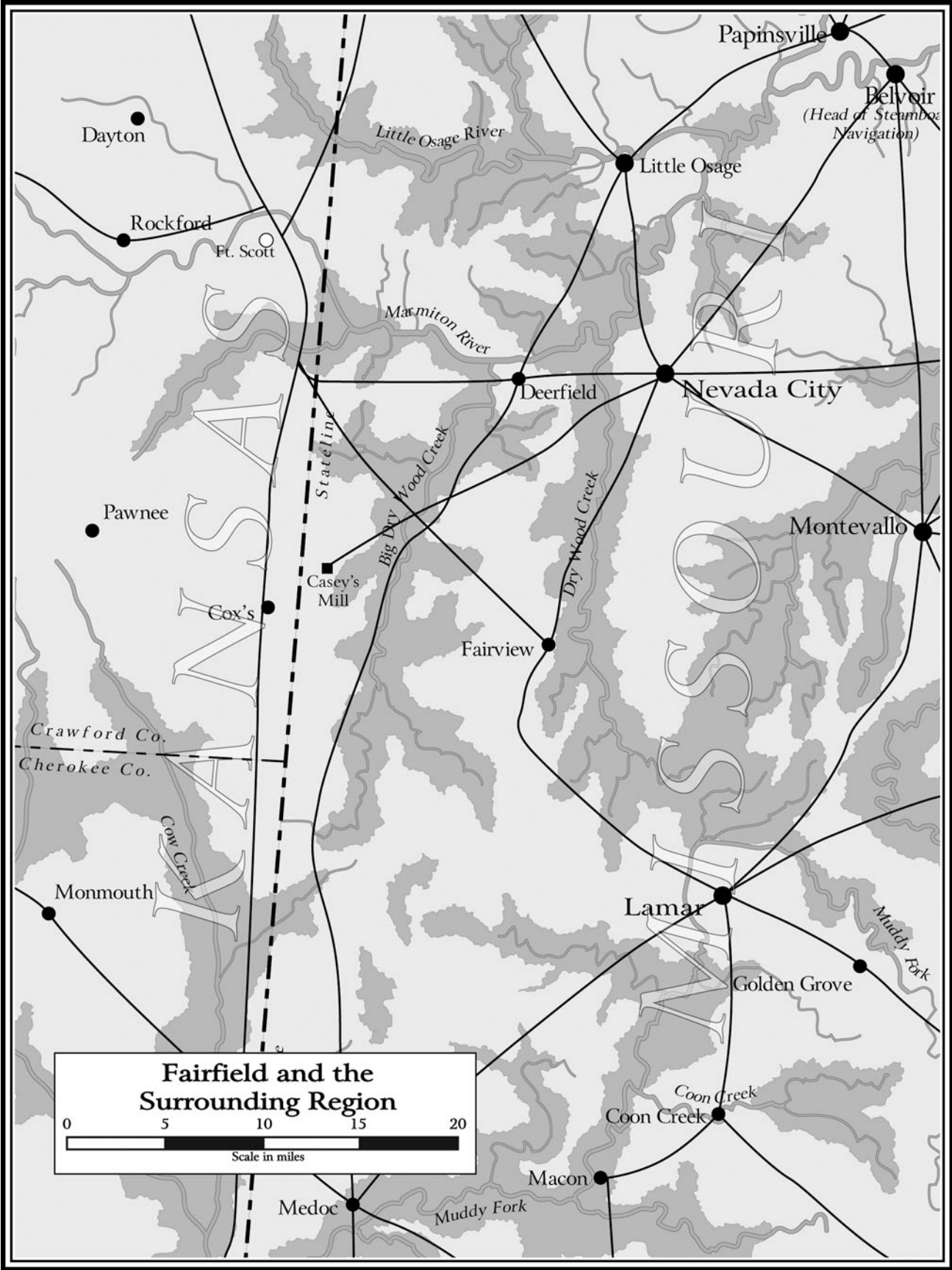
old-fashioned jailbreak is in order. If Juba and the PCs are connected, the slave patrol and the vigilance committee will corner them. They might be able to convince the slave patrol that Juba is their property, but soon everyone in town will watch them and no one, except Nicholas, will answer their questions (and even he will only answer if he thinks Ginnie is in trouble).

If they can't convince the slave patrol, they are in trouble. With the war and all, the townsfolk will assume the worst, that they are Northern radicals attempting to start a slave rebellion. If they're lucky, they'll all be thrown in jail for a quick trial and hanging (if they're unlucky, the town will skip the trial).

Juba isn't the only person at risk from the slave patrol. Any African-American PCs might be captured by the patrol. The patrol won't care whether or not they have papers proving their freedom. If a black PC is acting suspicious, that's enough justification to arrest them.

Use the slave patrol to to complicate the lives of the PCs or prod them along. If they are taking their time looking for Ginnie, then armed locals taking an interest in their affairs should hurry them up. If finding Ginnie's whereabouts was too easy, have the slave pa-

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trol haul Juba to jail so that they now have two people to rescue.

Temper the use of this section based on the PCs' Gifts and their mode of transportation. PCs with physical Gifts will have a harder time avoiding violence, and will potentially upset the adventure if they get into a running battle with the slave patrol prior to discovering Ginnie's whereabouts. PCs with the power to affect men's minds will have an easier time of it ("This is not the slave you are looking for.") If they have horses they can escape Nevada City relatively easily. If they don't, they'll have to rent a cart (requiring the good graces of the town) or steal some horses (resulting in the vigilance committee hunting them). Just how were they planning to get back to St. Louis, exactly?

### LEAVING TOWN

If all goes reasonably well, the PCs learn that Ginnie belongs to the Lawsons in Fairview, Missouri. Fairview lies 15 miles southeast of Nevada City along the dirt Springfield Road. A stagecoach runs from Nevada City to Springfield, passing through Fairview. The stagecoach leaves when it has enough passengers booked, but no earlier than 8 A.M. If they heard about another man searching for Ginnie, there will be a certain urgency in getting to Fairview, as someone else is looking for the Gifted slave girl.

### CONFLUENCE

The village of Fairview, Missouri lies 10 miles east of the Kansas-Missouri border in Vernon County, and 70 miles northwest of Springfield. The Springfield Road links Fairview with Nevada City in the north and the town of Lamar 15 miles southeast. Intersecting the Springfield Road in the middle of town is a narrower dirt road from the west, which leads to the Kansas border.

Fairview boasts 105 white inhabitants within the town limits proper, and exists to support the local farms. The inhabitants are common rural folk. While the majority of them do not own slaves, most of them are pro-slavery. There are fewer than 30 slaves in and around Fairview.

About 75% of the town is pro-Secessionists. It wasn't always that way. Before the Federal army drove the state government out of Jefferson City, and before the Federals were defeated at Wilson's Creek, the town was split about 50:50. There is friction between the Secessionists and the Unionists, but so far it hasn't gone beyond the occasional fistfight in the saloon of the Wisdom Boarding House, the closest thing Fairview has to a hotel. Unionists have taken to staying inside and keeping to themselves. Four pro-Northern families have left the state already, but the others are defiantly holding onto their homes.

Ginnie lives in a slave cabin on the Lawson farm with the Lawson's five other slaves. This makes John and Amelia Lawson the largest slave owners in the town, and a target of anti-slavery Jayhawkers. The Lawson's farm is about a mile west of Fairview on the Kansas Road (the road that leads from Fairview to the Kansas border).

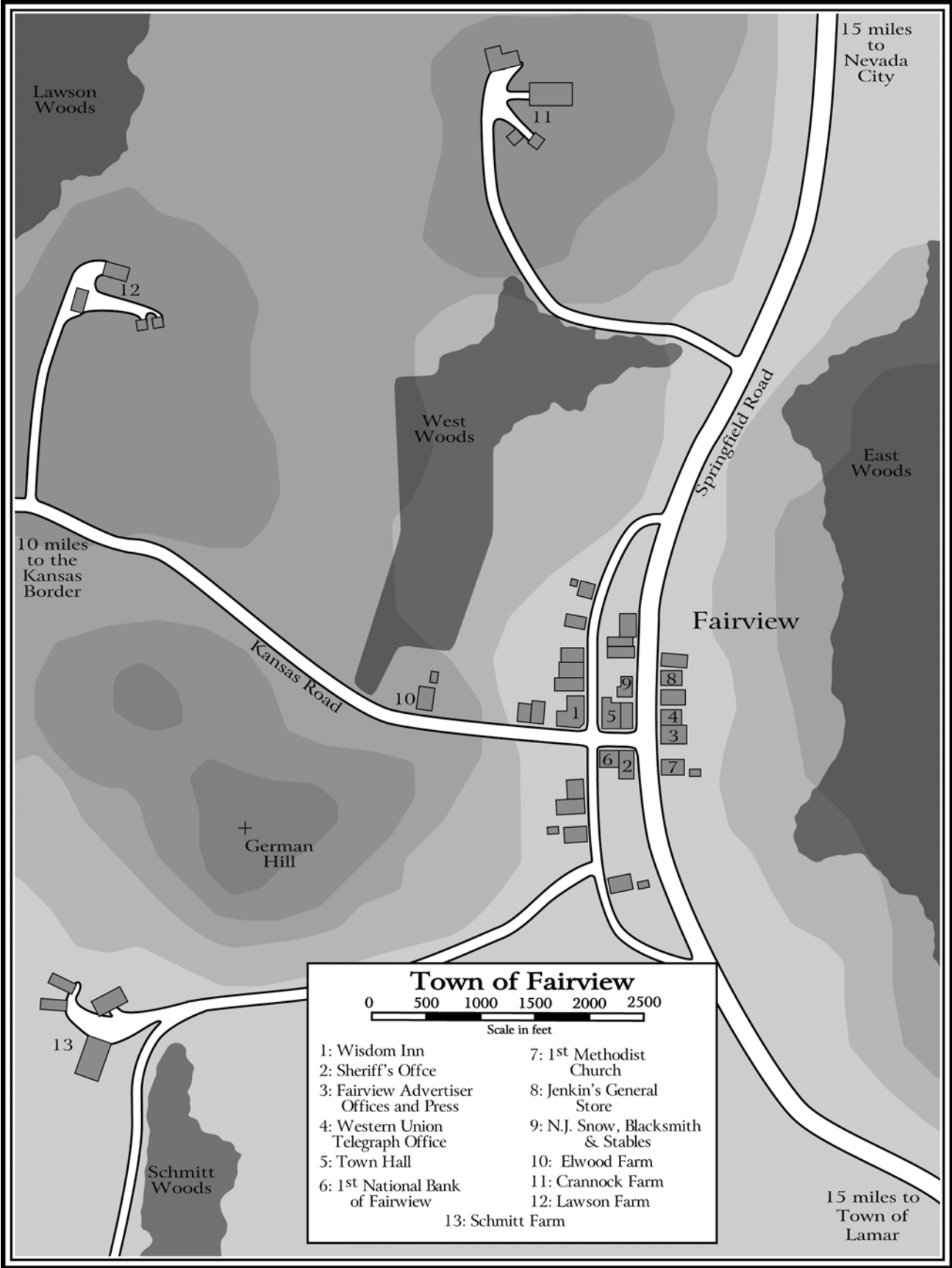
### JAYHAWKERS

As Sterling Price's army moves north, it leaves the countryside behind it unprotected. A troop of Missouri State Guard cavalry defends the road from Fort Scott, Kansas, to Nevada City. Jim Lane shifted most of his Kansas volunteers north, shadowing Price's army, leaving a small force to defend Fort Scott.

One of the defenders is Douglas Bennett. With Lane and Price out of the picture, Bennett sees a golden opportunity to raid the pro-slavery men of Fairview as justification for taking his revenge on Lawson. Bennett has 20 Jayhawkers under him. (The number of Jayhawkers assumes between two and four players. Increase the number for a larger group.) Half the Jayhawkers are armed with Sharps rifles ("Beecher's Bibles"). The others are armed with pistols (for simplicity assume Colt Dragoons). Douglas Bennett has a Sharps rifle and two pistols. Every man carries a knife.



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### ISAAC FOX AND THE VELVET GLOVE

The man who took an interest in Ginnie is Isaac Fox, a Gifted member of the Knights of the Velvet Glove. Fox, an Arkansan, was headed through Nevada City on the way to the Kansas City castle of the Knights of the Golden Circle. While resting in Nevada City, Fox had a chance meeting with Ginnie. Ginnie approached him because he was “touched by God.”

Fox didn’t understand the importance of a slave who saw The Gift in other people. To him, she was just another “tainted” slave that needed to be dealt with. He telegraphed a short message about the “tainted slave” to his home castle in Huntsville, Arkansas before continuing on to Kansas City. A telegraph waited for him in Kansas City. It was from Philip Vaughan, the captain of the Huntsville castle’s Velvet Glove division. Vaughan understood the implications of Ginnie’s Gift. Vaughan was assembling a team to find the girl. In the meantime, he ordered Fox back to Nevada City to find out where the girl lived. He was then to catch up to Vaughan and his party as they rode north into Missouri.

Now, days later, Fox knows Ginnie lives somewhere in Fairview, and he and Vaughan have met up. They are now moving in to capture the slave girl.

### SEQUENCE OF EVENTS

Bennett intends to attack Fairview on the night of Thursday, September 12. If the PCs dallied in Nevada City, shift this date a day or two later.

Fort Scott is 22 miles from Fairview. Bennett moves his men out at 2 P.M. on the day of the attack. He stops to rest eight miles from Fairview and waits for the sun to set before proceeding on to the town.

Bennett first encounters three men from Fairview’s vigilance committee. He hangs two of them as pro-slavery, but the third escapes on horseback. Half his men thunder past the Lawson farm on the way into town. In

town they set fire to the newspaper offices, the boarding house, and the sheriff’s office. They shoot anyone who tries to stop them.

Bennett personally leads the other men to the Lawson farm. There he calls out forty-year-old John Lawson and shoots him in front of his wife. His men run into the house and kill sons George (18 years old) and William (17). Fourteen-year-old Johnny escapes. They do not harm Amelia Lawson.

In a final act against the Lawsons, Bennett takes their wagon and two of their horses, and sets fire to their farm. He loads the Lawsons’ slaves into the wagon, along with their meager possessions. He promises them freedom in Kansas. They set off for Fort Scott once the detachment in town catches up with them. They drive the horses hard until they get to their previous rest stop. They stop for at least 20 minutes before heading back up the Kansas Road.

The attack is easily modified to accommodate the actions of the PCs. You can delay the raid until later in the night, or have the Jayhawkers attack in broad daylight. You can spread out the Jayhawkers by having them destroy the farms of several local slave owners. You can concentrate more men in the group attacking the town. Modify the events for maximum dramatic effect.

What follows are options for running the Jayhawker raid based on the actions taken by the PCs.

### JUST IN TIME

As the PCs approach Fairview they hear gunshots and see flames (or, during the day, smoke). A moment later, a rider gallops out of Fairview headed for Nevada City. Their stagecoach driver stops the rider if the PCs don’t. It’s the escaped vigilance committee man who just saw two of his friends captured. He gasps out a warning about Jayhawkers, and then puts the spurs to his horse. If the PCs took a stagecoach, the driver turns the coach around and heads back to Nevada City, though not before dropping off the passengers if that’s what they want.

The PCs now have a moral quandary. Do they help the townspeople, many of whom support slavery, against the Jayhawkers? Do they let the town burn? It’s not an

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easy decision for the Sons of Canaan, to choose between one immorality (slavery) and another (arson). The easiest choice is to wait for the Jayhawkers to clear out and then help the townspeople put out the fires. That not only ingratiates the town to these strangers, but also avoids the PCs taking sides.

Either way, the PCs are either minutes or hours late in rescuing Ginnie. Bennett has already made off with her.

Johnny Lawson, who jumped out his bedroom window and escaped death at the hands of Douglas Bennett, runs into town with the news of the attack on their farm. Several townsfolk grab their horses and head out there. It's likely the PCs will follow.

The Lawson farm is on fire and the slave cabins are empty. An hysterical Amelia Lawson tells, in wracking sobs, of the murder of her husband and boys. Her only consolation is the discovery that Johnny survived the massacre. Amelia relates what happened. In between her hysterical sobs, she mentions that the Jayhawkers stole her wagon, two horses, and her slaves.

The PCs have to act quickly, but they can catch up to the Jayhawkers and take Ginnie from them (see "Spirited Away").

### WITNESS

If the PCs don't think to ask anyone for the whereabouts of the Lawson farm, or they simply don't want to arouse any more suspicion, they might choose to sneak around slave cabins on darkened farms in the middle of the night looking for Ginnie. They could use the Wisdom Boarding House as a base of operations, or they might try to hide in the woods outside of the village.

In either case, you can time the Jayhawker raid to coincide with the PCs reconnaissance of the Lawson farm. The Lawson farmhouse is a fairly large two-story home of wooden construction. North of the house is a small stable. A hundred yards east of the home are two slave cabins. There are chicken coops a hundred yards west of the house. A split rail fence runs the length of the property along the road leading into Fairview except where the chicken yard has been fenced in. The family tends chickens, a handful of hogs and a couple of dairy cows. The primary source of income is the cornfield.

As the PCs approach the farm, they hear horses headed toward them from the west. They see a group of almost a dozen men wearing blue tunics and maroon trousers, but with a wide variety of hats, thunder down the road to the town while a like number stop at the farm.

Unless the PCs intervene, they witness the murder of Lawson and his two older sons. They see Johnny escape, and watch as the Kansans torch the farm.

Soon after, the mounted men dismount and head for the two slave cabins. The four men who accompanied the leader harness two horses to a wagon. About 15 minutes later, five wide-eyed slaves are wrapped in blankets and seated in the wagon. The men from the town ride back about 20 minutes after that, and the company heads back along the Kansas Road.

If the PCs act before the Jayhawkers in town return, they can surprise Bennett and his men. If any shooting starts, the slaves (including Ginnie) run for the woods. Regardless, this is the best chance for them to stop Ginnie from being taken to Kansas.

The PCs might not even want to stop the Jayhawkers at this point. They need Ginnie, but it would be best for the other slaves if they escaped to Kansas. What do they do with Bennett, a man they just witnessed committing murder? And what will Amelia Lawson tell the townspeople if the PCs take Ginnie but let the other slaves escape? Maybe it would be best to let the Jayhawkers make off with Ginnie for now (see "Spirited Away" below).

Oh, and did they leave their possessions at the Wisdom Boarding House, and was anything valuable there? Because their rooms went up in smoke while they were sneaking around the Lawson farm.

### SPIRITED AWAY

After racing out of Fairview, Bennett's raiders have to rest their horses. Their rest site is located eight miles along the Kansas Road, a clearing about three miles west of Fairview as the crow flies. Once they get there, Bennett posts guards to watch the road for pursuers.

If the PCs hurry, they can catch up to the Jayhawkers and attack them at this site. The PCs have only about 20 minutes to waste if none of the Jayhawkers were seriously wounded (that is, none of them had any



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hit locations filled with Killing damage). If a couple of Jayhawkers were wounded badly enough, the PCs can take as long as an hour to start a pursuit and still catch them in the clearing. If they miss them at the clearing, as long as the PCs have fresh horses they can still catch Bennett on the Missouri side of the Kansas border.

As the PCs race out of Fairview they catch sight of the hanged vigilance committee men, reinforcing the notion that at least in this part of the country the war will be anything but “civil.” The PCs don’t want Ginnie to make it to Kansas. Fort Scott is a town of about 300 people with an army fort built next to it. PCs with Southern accents will be treated with hostility. It’s going to be hard to convince anyone that dragging an escaped slave back into Missouri is for her own good. This doesn’t even take into account the 100 or so soldiers that still occupy the camp (with more arriving). The PCs’ abilities will greatly affect how this section plays out. Here are some possibilities:

**Perception:** Perception miracles and Hyperskills allow the PCs to spot the Jayhawkers’ camp before they themselves are noticed. They can then launch a sneak attack on the Jayhawkers, with an ensuing gun battle in the Missouri woods, or they can sneak into the camp and spirit Ginnie away from the Jayhawkers before anyone notices she’s missing.

**Late:** Tardy PCs find the campsite deserted but with evidence that the Kansans aren’t too far ahead. They spur on their horses and ride up on the Kansans.

**Movement:** Miraculous movement or teleportation abilities allow the PCs to leap in front of the Jayhawkers, hitting them with an ambush along the road to Fort Scott. A series of ambushes (by the same PCs, though Bennett and his group wouldn’t necessarily know that) could greatly dishearten the Kansans, and maybe even force them to surrender.

**Honesty:** The PCs could try to be honest. They approach Bennett and tell him they are part of the Underground Railroad come to save Ginnie. This argument isn’t likely to work, unless the PC has Hypercommand.

Ginnie will not go willingly with the PCs. She fears that they are trying to drag her back into slavery. Only the presence of Juba, or a great deal of persuasion (where’s Hypercommand when you need it?) will calm her down.

### HOMeward BOUND

Once the PCs have Ginnie, they need to get her back to St. Louis. Depending on what happened in Nevada City, it might be best for the PCs to avoid returning the way they came. Even if there were no altercations in that town, they’d still have to hide or disguise Ginnie (as well as Juba). Otherwise it’s likely someone would take an interest in the PCs’ possession of the late John Lawson’s slave and inform the slave patrol.

The safest option is for the PCs to head south then east via stagecoach through Springfield. Springfield is 70 miles away, but it’s only 15 miles to Lamar, the closest stagecoach stop on the Springfield Road. From Springfield it’s a back-aching 185 miles to St. Louis by stagecoach, although about 90 miles west of Springfield the PCs have the option of taking a riverboat to the Missouri River, or a train right into St. Louis. Unless the PCs have horses of their own, they can either wait for a stagecoach in Fairview (again, disguising Ginnie) or they can walk to Lamar.

### THE VELVET GLOVE STRIKES

The PCs are not the only ones looking for Ginnie. Vaughan, Fox and ten of their lackeys are also on the trail. They reach Fairview early the next morning only to learn of the Jayhawker attack. (Optionally, you could have them arrive in Fairview shortly after the PCs, so when the PCs chase after the Jayhawkers they potentially learn that they, too, are being chased.)

Eight of the 10 men with Fox and Vaughan are members of the Huntsville militia, and Knights of the Golden Circle. They know nothing about The Gift. The other two belong to the Velvet Glove. Ezekiel Bishop is part of Huntsville’s slave patrol. Jack Curry is a Gifted Velvet Glove member with a wolf-like sense of hearing and tracking.

To say that Curry is a member of the castle is perhaps overstating things. He’s little more than an animal, a tool they use to hunt down and kill Gifted blacks. If

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he was a dog, someone would have put him down ages ago. Bishop is Curry's "handler." The other Huntsville men think Curry is wrong in the head. They can't stand to be near Curry, who tends to growl obscenities at them. They've seen Curry find hidden slaves, so they understand he has some feral tracking ability. As one of the men put it, "God blessed Curry with some special sense, after taking away most of his smarts."

When they see the Lawson farm in ruins, Curry drops from his horse onto all fours and sniffs the ground. He soon has Ginnie's scent. He isn't a mindless animal (though he acts the part) and is able to discern between Ginnie's scent and those that went with her. He also informs the group that someone else is following her. If the PCs traveled back down the Kansas Road on their return trip, Curry picks that up. Vaughan, Fox, and the others are now in close pursuit.

### **BUSHWHACKED**

Due to the open nature of the adventure, the exact location of the Velvet Glove's attempt to snatch Ginnie is up to you. They prefer to pounce on the PCs without warning in a location with no witnesses. The ideal spot would be along the Springfield Road somewhere between Fairview and Lamar, or between Fairview and Nevada City (if the PCs choose to return that way).

If the Velvet Glove guesses the PCs' motives (if they overheard a negotiation between the PCs and Bennett's men for instance, or if they talked to men from Nevada City and learned the PCs were helping escaped slaves) they will attack the PCs without warning. The first inkling that something is wrong is when Curry lands on the back of one of the PCs and tries to tear out the PC's throat. They probably won't see the rest of the Velvet Glove approach due to Fox projecting a hallucination over them. The battle occurs at close quarters.

If the Arkansans are unsure of the PCs' motives, they'll be subtler. Vaughan and two of his men will ride up to the PCs and intercept them, with Fox shielding the rest of the party with an hallucination. He will use the excuse of an escaped slave to stop them. If the PCs try to bluff through the encounter by saying they own

Ginnie, Vaughan will know they are lying. The only thing that would give him pause is a story that said Ginnie was stolen by unscrupulous slave dealers, or the PCs pretending to be a slave patrol themselves. It won't stop him from trying to take Ginnie away, but it will slow him down (he doesn't want to harm loyal secessionists, but he will if he has to).

If the PCs are on a stagecoach, the Velvet Glove will stop it under the pretense that they are a slave patrol. Nothing less than Hypercommand prevents the driver and co-driver from stopping the coach. Fox projects an hallucination that prevents the PCs from seeing the entire group, while Bishop holds back Curry. When Vaughan tries to take Ginnie away, and violence erupts, depending on what they hear (i.e. depending on how you roleplay Vaughan's reactions), the coachmen may join the PCs in beating off the Velvet Glove, or they may jump off the coach and run for the woods. Since they are normal humans, they won't be able to penetrate Fox's illusion, and stand to take a shot in the back from the hidden Glove members.

Vaughan isn't a fool. He's suspicious of the PCs and worries that one or two of them might be Gifted. At the first sign of trouble he'll retreat under his men's covering fire and the relative protection of one of Fox's illusions. The eight Knights of the Golden Circle are expendable.

Though Vaughan tried to steel the Huntsville men for the coming conflict, they aren't prepared for a real stand-up fight. The eight Arkansans must make Stability rolls if their side takes three or more casualties, or if they see Gifted miracles in action. Each who fails the roll runs off into the woods.

If the PCs brought Juba along (and if you think they need the help), as the Velvet Glove close in, Juba senses an animal approaching. He can't place the animal, but he thinks it's a wolf (it's actually Curry, whose feral nature makes him susceptible to Juba's Gift). If Juba realizes Curry is the animal he sensed, he can try to control Curry on a successful roll with his Control [Animals] Gift. Curry resists this control with a successful Stability roll.

## Chapter 8: Broken in Their Violence

### REGROUP

If Fox and Vaughan (at least) survive their encounter with the PCs, they try a different tactic. They follow the PCs until they can catch up with them some place with a population of at least 1,000 people. This includes Nevada City, Springfield, and Rolla (the western terminus of the train line into St. Louis). They engage the slave patrol there and recruit them. It's easy for Fox to project an hallucination of the PCs doing something illegal or immoral. They'll let the locals detain the PCs, and then find a way to separate Ginnie from them. Given half a chance, Vaughan will have Curry murder them in their sleep.

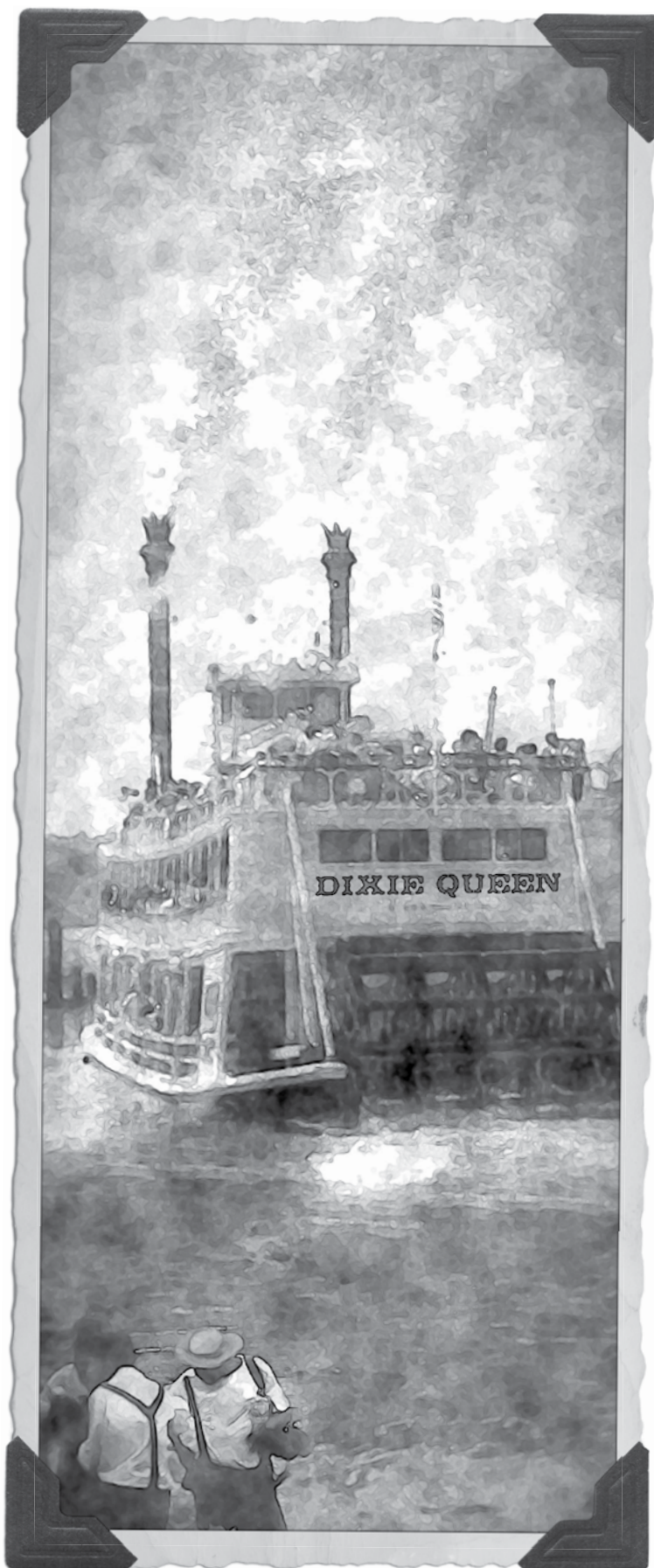
The wild card is Ruby Glassford of the Society of the Raven, who has been tracking these events from a distance. Her ability to be at the right place at the right time might be all the PCs need to survive. If, for instance, Fox is about to frame the PCs for theft with one of his illusions, a well placed smack on the back of the head from Ruby will stop him cold. Ruby's overwhelming drive is the preservation of The Gifted. She will do her best to prevent the PCs from killing Vaughan and Fox. Although it goes against her better judgment, she won't interfere if the PCs try to kill Curry. Sometimes you just have to put a mad dog down.

If it appears to Vaughan that he won't be able to take Ginnie, he's prepared to kill her. She's worth more alive than dead, but she's too dangerous outside of his control.

If Ginnie lives, Vaughan gives up the pursuit once the PCs arrive in St. Louis. St. Louis is under Federal control, and the PCs likely have Gifted cohorts in the city.

### RESOLUTION

Once in St. Louis, the PCs make arrangements to meet Vera and William Cole. If they rescued Ginnie, the Coles are ecstatic. They have Samuel forge purchase papers for Ginnie. If anyone wonders at the new addition to their household they will claim to have bought Ginnie in Tennessee. The war all but guarantees that no one will bother to verify the purchase.





## Chapter 8: Broken in Their Violence

If the PCs didn't rescue Ginnie, but she made it safely to Kansas, the Coles are disappointed, but thankful that Ginnie's freedom is all but secured.

The Coles are upset and depressed if Ginnie was killed in the rescue attempt. They are also worried about the safety of the Sons of Canaan if the Knights of the Velvet Glove killed Ginnie. They won't say anything to the PCs, but among themselves they question the competence of the PCs. The PCs will have to prove themselves before Vera sends them on another important mission.

### HOOKS

Regardless of the outcome, this adventure has a number of hooks on which to hang a campaign.

Ginnie is too important a find to go unnoticed for long. The Society of the Raven would love to bring her into their organization. If Albert Tucker learns about her, will he try to take Ginnie away to further his own agenda?

It's unlikely that the Knights of the Velvet Glove have given up. If Fox escapes, the PCs have made a powerful Gifted enemy. Vaughan is just as dangerous, but for different reasons. Fox is more likely to work alone, while the "mundane" Vaughan has military and political connections.

The PCs met Ruby Glassford. What will she tell the Society of the Raven? Is she an ally, a hindrance, or both? Through her, the PCs could make important friends in the Society.

### NPC'S

These are the stats for the adventure's named NPCs.

#### Juba

---

**Affiliation:** Slave, Sons of Canaan

**Race:** Black

**D. O. B.:** November 27, 1831

**Manifestation:** As a young boy Juba was sent to work in the stables, often alone. His Gift manifested when his master beat him because the horse he was taking care of came up lame. He read the horse's mind and determined what was wrong with it. Over the ensuing months Juba discovered he could control animals (not human beings) as well as read their thoughts.

**Possessions:** \$3.50

**Point Total:** 156 pts

**Archetype:** Gifted (10 pts)

**Stats** (106 pts)

**Body:** 4d (20 pts)

**Coordination:** 3d (15 pts)

**Sense:** 4d (20 pts)

**Mind:** 3d (15 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 8 (12 pts)

**Loyalty:** Sarah Miller (2), the Sons of Canaan (3)

**Passion:** The welfare of animals (3)

**Willpower:** 12 (4 pts)

**Skills** (22 pts)

Brawling 1d (5d), Dodge 3d (6d), Empathy 2d (6d), First Aid 1d (4d), Stability 4d (6d)

**Superpowers** (18 pts)

**Control [Animals]:** 6d (A, D, U; 3/die; 18 pts)

**Attacks Extras and Flaws:** Willpower Bid -1

**Capacities:** Range

**Defends Extras and Flaws:** Willpower Bid -1

**Capacities:** Self

**Useful Extras and Flaws:** Willpower Bid -1

**Capacities:** Range

**Effect:** Juba has complete control over animals, and can read their emotional state.

**Attacks:** *Punch*, 5d: width in Shock.

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### Ginnie

---

**Affiliation:** Gifted slave

**Race:** Black

**D. O. B.:** February 23, 1847

**Manifestation:** At age seven, Ginnie found a runaway slave hiding in her master's barn. She slipped some food to the slave, who thanked her by making lights appear in the air and dance around the barn. The wondrous show was the happiest night of her young life. The next night, the slave was gone. Ginnie began dreaming about finding other special people. The dream came true and she started seeing others with The Gift. Ginnie doesn't quite realize that she is Gifted herself. Until she comes face to face with the murderous Isaac Fox, she doesn't realize that it's not just good people who have been "touched by God."

**Possessions:** Her grandmother's Bible

**Point Total:** 142 pts

**Archetype:** Gifted (10 pts)

**Stats** (96 pts)

**Body:** 2d (10 pts)

**Coordination:** 3d (15 pts)

**Sense:** 4d (20 pts)

**Mind:** 3d (15 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 8 (12 pts)

**Loyalty:** Her grandmother (1), God (2)

**Passion:** Finding others "touched by God" (5)

**Willpower:** 12 (4 pts)

**Skills** (28 pts)

Athletics 3d (5d), Dodge 2d (4d), Lie 3d (5d),

Perception 3d (7d), Stability 3d (5d)

**Superpowers** (8 pts)

**Perceive [The Gift]:** 8d (U; 1/die; 8 pts)

**Useful Extras and Flaws:** Willpower Bid -1

**Capacities:** Range

**Effect:** Ginnie perceives The Gift in others within visual sight.

**Attacks:** *Punch*, 2d: width in Shock.

### Douglas Bennett

---

**Affiliation:** Jayhawker leader

**Race:** White

**D. O. B.:** September 6, 1829

**Background:** Bennett is an ardent abolitionist who moved to Kansas as one of the original Massachusetts settlers. He has an old grudge against the men of Fairview, Missouri, and John Lawson in particular. They clashed during "Bleeding Kansas," starting with the March 1855 legislature vote. Lawson shot Bennett's brother Michael in a violent clash in October 1857, costing the younger Bennett his hand. Bennett held the grudge for nearly four years. The Civil War gave him the excuse he needed to exact revenge.

**Possessions:** Sharps rifle, two Colt Dragoon pistols, Bowie knife, \$20 in cash.

**Point Total:** 145 pts

**Archetype:** Human (0 pts)

**Stats** (105 pts)

**Body:** 3d (15 pts)

**Coordination:** 3d (15 pts)

**Sense:** 4d (20 pts)

**Mind:** 3d (15 pts)

**Command:** 5d (25 pts)

**Charm 3d:** (15 pts)

**Base Will:** 8 (12 pts)

**Loyalty:** His band of Jayhawkers (4)

**Passion:** The abolition of slavery (4)

**Skills** (40 pts)

Knowledge [Farming] 1d (4d), Leadership 3d (8d),

Melee Weapon 4d (7d), Ranged Weapon [Long-

arms] 3d (6d), Ranged Weapon [Pistols] 3d (6d),

Ride 4d (7d), Tactics 2d (5d)

**Attacks:** *Bowie knife*, 7d: width in Killing.

*Colt Dragoon pistol*, 6d: width + 1 in Shock and Killing; Range: 10/25/130 yds;

Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

*Sharps rifle*, 6d: width+1 in Shock and Killing;

Penetration 2; Range: 25/100/800 yds; Capacity: 1;

Reload time: 3 – width rounds.

# Chapter 8: Broken in Their Violence

## Isaac Fox

---

**Affiliation:** Pro-slavery, Knight of the Velvet Glove

**Race:** White

**D. O. B.:** April 4, 1826

**Manifestation:** Fox is an ex-plantation overseer.

His Gift manifested after he shot an expensive slave over a perceived insult. Fearing being caught, he wished he could hide the body as the plantation owner arrived on the scene. It worked, and his Gift manifested.

Fox learned to control his temper, but he is vengeful to a fault. He doesn't consider slaves or free blacks to be people. He hides his hatred well. Even when he's alone with a slave, he appears good-natured. Behind his disarming smile is a man consumed with hatred.

**Possessions:** Bowie knife, Cold Model 1850 Navy pistol, \$25

**Point Total:** 275 pts

**Archetype:** Gifted (10 pts)

**Stats** (85 pts)

**Body:** 3d (15 pts)

**Coordination:** 2d (10 pts)

**Sense:** 3d (15 pts)

**Mind:** 2d (10 pts)

**Command:** 3d (15 pts)

**Charm:** 3d (15 pts)

**Base Will:** 6 (0 pts)

**Loyalty:** Knights of the Velvet Glove (2)

**Passion:** Hatred of blacks (4)

**Willpower:** 11 (5 pts)

**Skills** (36 pts)

Brawling 1d (4d), Intimidation 2d (5d), Lie 3d (6d), Ranged Weapon [Pistols] 2d (4d), Ranged Weapon [Shotguns] 2d (4d), Ride 3d (5d), Stability 2d (5d), Scrutiny 3d (6d)

**Superpowers** (144 pts)

**Illusions:** 6d (A, D, U; 24/die; 144 pts)

**Attacks Extras and Flaws:** Direct Feed -2, Duration +2, Psychic -1, Radius (4) +8, Willpower Bid -1

**Capacities:** Range

**Defends Extras and Flaws:** Direct Feed -2, Duration +2, Psychic -1, Radius (4) +8, Willpower Bid -1

**Capacities:** Range

**Useful Extras and Flaws:** Direct Feed -2, Duration +2, Psychic -1, Radius (4) +8, Willpower Bid -1

**Capacities:** Range

**Effect:** Fox can form illusions of extraordinary realism within a sphere with an 80 yard radius. The illusions are sufficiently powerful that they can inflict damage on a target simply by tricking the target's mind. However, the target must have Base Will for the illusion to work (Fox can't use an illusion to burst down a door or appear on a photograph, for instance).

**Attacks:** *Bowie knife*, 7d: width in Killing.

*Punch*, 7d: width in Shock.

*Colt Model 1850 Navy pistol*, 7d: width in Shock and Killing; Range: 10/20/120 yds; Capacity: 6; Reload time: 5 - width rounds with a Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.



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### Phillip Vaughan

---

**Affiliation:** Captain, Knights of the Velvet Glove

**Race:** White

**D. O. B.:** September 28, 1823

**Background:** Vaughan is a thug and a bully. He doesn't own any slaves of his own, though he's a vocal supporter of slavery. He grew up in a poor, rural family and was looked down on by other whites, with only Negroes below him in social status.

Vaughan became a successful cotton broker, but he's still haunted by his roots. He was one of the first to join the Huntsville, Arkansas castle of the Knights of the Golden Circle. His hatred of blacks made him a natural leader for the castle's Velvet Glove division.

**Possessions:** Hunting knife, hunting rifle, Colt Dragoon pistol, \$30

**Point Total:** 161 pts

**Archetype:** Human (0 pts)

**Stats** (105 pts)

**Body:** 3d (15 pts)

**Coordination:** 4d (20 pts)

**Sense:** 3d (15 pts)

**Mind:** 3d (15 pts)

**Command:** 4d (20 pts)

**Charm:** 4d (20 pts)

**Base Will:** 8 (0 pts)

**Skills** (56 pts)

Endurance 2d (5d), First Aid 3d (6d), Intimidation 3d (7d), Leadership 2d (6d), Lie 3d (7d), Melee Weapon [Knife] 2d (5d), Ranged Weapon [Longarms] 4d (8d), Ranged Weapon [Pistol] 3d (7d), Ride 3d (7d), Stability 3d (7d)

**Attacks:** *Hunting knife*, 5d: width in Killing.

*Colt Dragoon pistol*, 7d: width + 1 in Shock and

Killing; Range: 10/25/130 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

*Hunting rifle*, 8d: width in Shock and Killing;

Range: 50/100/1000 yds; Capacity: 1; Reload time: 6 – width rounds with a Skill roll.

### Jack Curry

---

**Affiliation:** Knights of the Velvet Glove

**Race:** White

**D. O. B.:** June 15, 1838

**Manifestation:** As the people of Huntsville say, “Jack Curry ain't all there.” He was born a bit slow and a lot mean. He was good at hunting, but seemed to have more kinship with hunting dogs than hunters. Curry is vicious and feral, but he's fairly easy to intimidate. Vaughan uses him as a bloodhound.

**Possessions:** None

**Point Total:** 158 pts

**Archetype:** Gifted (10 pts)

**Stats** (91 pts)

**Body:** 4d (20 pts)

**Coordination:** 4d (20 pts)

**Sense:** 4d (+3d due to Hyperstat) (20 pts)

**Mind:** 1d (5 pts)

**Command:** 2d (10 pts)

**Charm:** 1d (5 pts)

**Base Will:** 5 (6 pts)

**Loyalty:** Anyone he perceives as the “top dog” (2)

**Passion:** Hunting (3)

**Willpower:** 10 (5 pts)

**Skills** (32 pts)

Brawling 4d (8d), Perception 2d (9d), Ranged

Weapon [Pistol] 2d (6d), Ranged Weapon [Shotgun] 2d (6d), Ride 1d (5d), Stealth 3d (7d), Track 2d (9d)

**Superpowers** (25 pts)

**Hyperstat (Sense):** 3d (A, D, U; 3/die; 9 pts)

**Hyperstat Extras and Flaws:** Willpower Bid -1

**Capacities:** Range

**Effect:** Gains +3d with all Sense-based rolls

**Hyperskill (Brawling):** 4d (A+4; 4/die; 16 pts)

**Hyperskill Extras and Flaws:** Willpower Bid -1

**Capacities:** Self

**Effect:** Curry's Brawling Skill has +4 added to his Attack quality, so he gains +4 Shock and Killing in damage when using Brawling. If his Gift is nullified, he loses the extra +4 levels to his Brawling's Attacks quality.

**Attacks:** *Punch/gouge*, 8d: width + 5 in Shock, 4 Killing.

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## Ezekiel Bishop

---

**Affiliation:** Knights of the Velvet Glove

**Race:** White

**D. O. B.:** June 10, 1827

**Background:** Ezekiel Bishop is a petty criminal who's been in and out of jail enough times that the Huntsville sheriff once said he was thinking of naming a cell after him. He has no love for slaves or freedmen, which is why he joined the KGC. His work as a "regulator" and the fact that he's one of the few people who can keep Curry in check earned him an invitation to the Velvet Glove. He's seen enough to know there are strange things afoot (Curry being just one part of it). At heart, though, Bishop is a coward. He will run or even surrender if things go against him.

**Possessions:** Mississippi rifle, Colt Dragoon, \$10

**Point Total:** 114 pts

**Archetype:** Human (0 pts)

**Stats** (80 pts)

**Body:** 4d (20 pts)

**Coordination:** 3d (15 pts)

**Sense:** 3d (15 pts)

**Mind:** 2d (10 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 4 (0 pts)

**Skills** (34 pts)

Brawling 2d (6d), Craft [Pick Lock] 2d (5d), Dodge 2d (5d), Knowledge [Streetwise] 2d (4d), Lie 2d (4d), Perception 1d (3d), Ranged Weapon [Longarms] 2d (5d), Ranged Weapon [Pistol] 2d (5d), Stealth 2d (5d)

**Attacks:** *Punch*, 6d: width in Shock.

*Colt Dragoon pistol*, 5d: width + 1 in Shock and Killing; Range: 10/25/130 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.  
*Mississippi rifle*, 5d: width in Shock, width + 1 in Killing; Range: 25/75/300 yds; Capacity: 1; Reload time: 7 – width rounds with a Skill roll.

## Ruby Glassford

---

**Affiliation:** Society of the Raven

**Race:** White

**D. O. B.:** October 30, 1829

**Manifestation:** Ruby was the midwife for all four of her sister's children and several of the neighbors' in a farming community outside Cairo, Illinois. Her sister's third child was a breach birth; the baby and her sister almost died. While delivering the child, Ruby, who is insecure by nature, subconsciously wished she knew if she was doing the right thing. She fell into a trance for but a moment, long enough for a vision of her sister holding a 6-month-old baby. Ever since, she's been able to see into the future.

She came to Kurt Auerbach's attention in the winter of 1858. A Cairo newspaper reported on her miraculous attendance when a woman in the township gave birth unexpectedly and with complications. Before the woman could send for help, Ruby arrived. Kurt sent two Society members to meet Ruby. She's worked for the Society in the Illinois and Missouri area ever since. She survives on a stipend from the Society.

**Point Total:** 169 pts

**Archetype:** Gifted (10 pts)

**Stats** (75 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 2d (10 pts)

**Charm:** 3d (15 pts)

**Base Will:** 5 (0 pts)

**Loyalty:** Society of the Raven (3)

**Passion:** Women's Rights (2)

**Willpower:** 10 (5 pts)

**Skills** (46 pts)

Athletics 3d (5d), Drive [Horse Team] 2d (4d), Endurance 3d (5d), First Aid 3d (6d), Knowledge [Farming] 1d (4d), Lie 3d (6d), Persuasion 4d (7d), Ranged Weapon [Pistol] 2d (4d), Ride 2d (4d)

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### *Superpowers (38 pts)*

**Precognition:** 6d + 2wd (U+2; 1/die; 14 pts)

**Useful Extras and Flaws:** Slow -2, Willpower Bid -1

**Capacities:** Range

**Effect:** Ruby can read the future (up to about one year in time) of someone near her, but she can only use her Gift every other round. She falls into a short trance that looks to anyone seeing her as though she were daydreaming. Ruby has no qualms about trying to change the future, even though she has no idea what the consequences might be if she were to do something that made her vision impossible.

**Willpower Battery (2):** 4d + 4hd (U, 24 pts)

**Useful Extras and Flaws:** Endless +3, Self Only -2, Willpower Bid -1

**Capacities:** Self

**Effect:** Ruby's Willpower Battery can hold a maximum of 8 Willpower points (it is currently fully charged).

**Attacks:** *Colt Baby Dragoon pistol*, 4d: width in Shock, width - 1 in Killing; Penetration 0; Range: 6/15/100 yds; Capacity: 5; Reload time: 5 - width rounds with a Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.

## GENERIC NPC'S

These are the stats for the less important NPCs. To make them unique, change a stat block here or there.

### **The Kansas Jayhawkers**

---

Use these stats for Michael Bennett, but increase his Scrutiny to 4d (6d).

**Body 2d, Coordination 2d, Sense 2d, Brains 2d, Command 2d, Cool 2d**

**Base Will:** 5

#### **Skills**

Intimidation 2d (4d), Melee Weapon [Knife] 2d (4d), Ranged Weapon [Longarms] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Ranged Weapon [Shotgun] 2d (4d), Ride 3d (5d), Scrutiny 3d (5d),

Stability 2d (4d), Stealth 3d (5d)

**Attacks:** *Sharps rifle*, 4d: width + 1 in Shock, width + 2 in Killing; Range: 25/100/800 yds; Capacity: 1; Reload time: 3 - Width rounds

*Colt Dragoon pistol*, 4d: Damage: width + 1 in Shock and Killing; Range: 10/25/130 yds; Capacity: 6; Reload: 5 - width minutes

### **Citizens of Nevada City/Fairview**

---

**Body 2d, Coordination 2d, Sense 2d, Brains 2d, Command 2d, Cool 2d**

**Base Will:** 4

#### **Skills**

Brawling 2d (4d), Ranged Weapon [Longarms] 1d (3d), Ranged Weapon [Pistol] 1d (3d), Ranged Weapon [Shotgun] 1d (5d), Ride 2d (4d)

**Attacks:** The townspeople of Nevada City and Fairview are armed with various weapons. Below are typical weapon stats.

*Hunting rifle*, 3d: width in Shock and Killing; Range: 50/100/1000 yds; Capacity: 1; Reload: 6 - width rounds

*Colt Dragoon*, 3d: width + 1 in Shock and Killing; Range: 10/25/130 yds; Capacity: 6; Reload: 5 - width minutes

### **Philip Vaughan's Knights of the Golden Circle**

---

**Body 3d, Coordination 2d, Sense 2d, Brains 1d,**

**Command 3d, Cool 2d**

**Base Will:** 6

#### **Skills**

Intimidation 2d (5d), Lie 2d (5d), Melee Weapon [Knife] 2d (5d), Ranged Weapon [Longarms] 3d (5d), Ranged Weapon [Pistol] 3d (5d), Ranged Weapon [Shotgun] 3d (5d), Ride 3d (5d), Scrutiny 3d (5d), Stability 2d (4d), Stealth 3d (5d)

**Attacks:** *Hunting rifle*: width in Shock and Killing; Range: 50/100/1000 yds; Reload: 6 - Width rounds; Capacity: 1

*Colt Dragoon*: Damage: width + 1 in Shock and Killing; Range: 10/25/130 yds; Capacity: 6; Reload: 5 - width minutes



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# PLAYER CHARACTERS

While it is likely that players will want to create characters of their own, with the following characters you can play the adventure right away. They are built on 175 Points.

All characters have two sets of everyday clothes, a carpetbag or sack, and any other reasonable items (pen and ink, paper, coin purse, toiletry items, etc.). In addition, character specific possessions are listed.

### Sarah Miller

---

**Affiliation:** Sons of Canaan

**Race:** White

**D. O. B.:** August 8, 1831

**Gift:** The ability to heal the sick and injured through “prayer.”

**Manifestation:** Sarah Hickey married businessman James Miller, 10 years her senior, in May 1849. Two months later she lost her husband and her mother to the cholera epidemic that swept through St. Louis that summer. The following summer cholera returned. This time it struck her father. Sarah came to his home in what appeared to be his final hours. She held his hand, knelt beside him and prayed. Miraculously, the disease receded and Bertram Hickey survived. Sarah is convinced that her talent, which came to her in a dream, was a blessing from God.

**Personality:** Sarah is deeply spiritual. She believes in a divine spirit, and she is convinced that God gave her The Gift because of her faith. She has learned that her blessing has limits, that it fades for a time with overuse. She bought a ranch to escape the city’s wickedness. Her desire to do good works led her to use her ranch as a depot on the Underground Railroad. She often travels to St. Louis and ministers to the poor and needy. It was there that she met Vera and William Cole. They recognize the power of her prayers, and Sarah has since recognized The Gift in two employees, Joshua Curtis and Ben Brown. She also believes there is biblical justification for spilling blood for a higher cause.

**Possessions:** 15-gauge double-barrel shotgun, Remington New Model Army pistol, 10 rounds of 15-gauge shotgun ammunition, 12 rounds of .44 pistol ammunition, \$35.

**Point Total:** 175 pts

**Archetype:** Gifted (10 pts)

**Stats** (119 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 4d (20 pts)

**Command:** 3d (15 pts)

**Charm:** 3d (15 pts)

**Base Will:** 17 (33 pts)

**Loyalty:** Her faith (5), the Sons of Canaan (3)

**Passion:** “Doing good works” (3), justice (1)

**Willpower:** 18 (1 pt)

**Skills** (38 pts)

Driving [Wagon] 2d (5d), Endurance 2d (4d),

First Aid 3d (7d), Knowledge [Ranching] 3d (7d),

Ranged Weapon [Pistol] 1d (4d), Ranged Weapon

[Shotgun] 2d (5d), Ride 3d (6d), Stability 3d (6d)

**Superpowers** (13 pts)

**Healing:** 5d + 2hd + 1wd (U; 1/die; 13 pts)

**Useful Extras and Flaws:** Direct Feed –2, Engulf +2, If/Then (must pray) –1

**Capacities:** Range

**Effect:** Sarah’s healing Gift requires a short prayer (taking one round, or she must say it quickly at a –1d penalty) to work. The prayer doesn’t have to be out loud, though she usually vocalizes it. Her Gift works on damage from any source, injury or disease, curing width in Shock and Killing to each hit location.

**Attacks:** *Remington New Model Army pistol*, 4d:

width + 1 in Shock and Killing; Range: 10/25/150 yds; Capacity: 6. Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

*15-gauge shotgun*, 5d: width + 1 in Shock and Killing, Spray: 2/3; Range: 10/20/100 yds; Capacity: 2 (1 per barrel). Reload time: 6 – width rounds with a Skill roll for one barrel.

## Chapter 8: Broken in Their Violence

### Joshua Curtis

---

**Affiliation:** Sons of Canaan

**Race:** White

**D. O. B.:** May 25, 1842

**Gift:** Superhuman senses.

**Manifestation:** Joshua's father taught him how to hunt, but Joshua was never particularly good at it. After his father, a drunk, left the family, Joshua was left to provide for himself and his mother. The frustration of spending the morning crashing through the woods without seeing any game brought out his Gift. He became attuned to all the sights, sounds, and smells around him. Through his acute hearing he learned how to move quietly through the woods. There's little that Joshua can't see or hear.

His mother died of consumption three years ago. He has worked on Sarah Miller's ranch since then. (If not using the Sarah Miller character, introduce Josh as an employee of the Coles.)

**Personality:** Josh is a busybody. He likes to know other peoples' business. He comes across as a quiet, shy boy when encountered in large groups, but in reality he's simply taking in everyone's conversations, looking for good gossip. Sometimes the conversation is about him. His feelings have been hurt, though that still doesn't stop him from eavesdropping.

**Possessions:** Kentucky rifle, Colt Army pistol, hunting knife, 10 rounds of .44 rifle ammunition, 10 rounds of .44 pistol ammunition, \$15

**Point Total:** 175 pts

**Archetype:** Gifted (10 pts)

**Stats** (88 pts)

**Body:** 2d (10 pts)

**Coordination:** 3d (15 pts)

**Sense:** 1d (1d+2wd with Hyperstat) (5 pts)

**Mind:** 2d (10 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 10 (18 pts)

**Loyalty:** The Sons of Canaan (3)

**Passion:** Gossip (7)

**Willpower:** 15 (5 pts)

**Skills** (42 pts)

Brawling 1d (3d), Perception 5d (6d + 2wd),

Ranged Weapon [Longarms] 4d (7d), Ranged

Weapon [Pistol] 3d (6d), Ride 3d (6d), Scrutiny 2d (3d + 2wd), Stealth 3d (6d)

**Superpowers** (40 pts)

**Hyperstat (Sense):** 2wd (A, D, U; 5/die; 40 pts)

**Hyperstat Extras and Flaws:** Booster (2) +2, Willpower Bid -1

**Capacities:** Range

**Effect:** Gains +2wd with all Sense-based rolls.

**Attacks:** *Colt Army pistol*, 6d: width + 1 in Shock and Killing; Range: 10/25/150 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

*Kentucky rifle*, 7d: width + 1 in Shock and Killing, Range: 25/100/400 yds; Capacity: 1; Reload time: 8 – width rounds with a Skill roll.

# Chapter 8: Broken in Their Violence

## Ben Brown

---

**Affiliation:** Sons of Canaan

**Race:** Black

**D. O. B.:** May 11, 1833

**Gift:** Resistant to harm and pain.

**Manifestation:** As a prime farm slave, Ben received more than his fair share of whippings. Any time it looked like he wasn't working hard enough, out came the whip. During those terrible beatings he prayed to God not for vengeance but for the strength to get through the beatings like a man. The Gift manifested during a particularly bad one. Part way through he stopped feeling the pain, and the scars healed the very next day. After that, Ben didn't fear the lash anymore. His productivity dropped, and he was beaten more than ever, but he didn't care. Sarah Miller heard about Ben's resistance to the lash and purchased him in 1858. Ben's old master was glad to be rid of him. (If not using the Sarah Miller character, introduce Ben as an employee of the Coles.)

**Personality:** Ben is calm and slow to anger, but explosive when he does get angry. His Gift has so far protected him. Sarah has noticed that Ben is quicker to reach his anger's boiling point now. She worries that he will get into enough trouble that even his Gift won't save him.

**Possessions:** Hunting knife, 10-gauge double-barrel shotgun, 20 rounds of 10-gauge ammunition, \$12

**Point Total:** 175 pts

**Archetype:** Gifted (10 pts)

**Stats** (86 pts)

**Body:** 4d (20 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 2d (10 pts)

**Command:** 3d (15 pts)

**Charm:** 2d (10 pts)

**Base Will:** 8 (9 pts)

**Loyalty:** Sarah Miller (or the Coles) (6)

**Passion:** Vengeance (2)

**Willpower:** 9 (1 pt)

**Skills** (26 pts)

Brawling 2d (6d), Empathy 3d (5d), Endurance 2d (6d), Ranged Weapon [Shotgun] 3d (5d), Ride 1d (3d), Stability 2d (5d)

**Superpowers** (48 pts)

**Immunity [Physical Trauma]:** 4hd (D; 6/die; 48 pts)

**Defends Extras and Flaws:** If/Then (physical trauma only) -1, If/Then (only deliberate attacks against him) -1, If/Then (only for Interference) -1, Interference +3, Permanent +4

**Capacities:** Self

**Effect:** Ben is immune to physical damage directed against him by other people. He can still hurt himself falling down a flight of stairs or if attacked by fire, electricity, etc. If it's a deliberate attack against him, his Gift removes four dice from each attack against him.

**Attacks:** *Punch*, 6d: width in Shock.

*10-gauge shotgun*, 5d: width + 1 in Shock and Killing; *Spray*: 2/3; *Range*: 15/30/150 yds; *Capacity*: 2 (1 per barrel); *Reload time*: 6 - width rounds for one barrel.



## Chapter 8: Broken in Their Violence

### Clifton Tripp

---

**Affiliation:** Sons of Canaan

**Race:** White

**D. O. B.:** January 30, 1820

**Gift:** Extraordinary good luck.

**Manifestation:** Clifton was always plagued with bad luck. His mother died in childbirth. His father, a wealthy Illinois businessman, died in a freak carriage accident taking Clifton to his first day of school. An uncle and aunt burned through his inheritance. He bought a newspaper but it went up in smoke while rival fire companies fought over the right to put it out. Sinking in debt, on his 30th birthday he put a gun to his head and pulled the trigger. It misfired. He went to bed depressed that he couldn't even take his own life. That night, the Dream returned.

The next morning one of his biggest debtors died, and the man's books were in such poor shape that Clifton's debt was erased. He went into the shipping business and it thrived. His partner, a free black man, introduced Clifton to the Underground Railroad. After Clifton started making regular runs to New Orleans, gambling and winning during every trip, his partner introduced Clifton to the Coles.

**Personality:** Clifton can't bring himself to quite believe his luck. Vera Cole told him about the Dream and he understands what she said, but he constantly looks for his fortunes to turn sour again.

**Possessions:** Walker Colt pistol, 12 rounds of .44 ammunition, a deck of cards, \$40

**Point Total:** 175 pts

**Archetype:** Gifted (10 pts)

**Stats** (100 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 3d (15 pts)

**Charm:** 4d (20 pts)

**Base Will:** 7 (0 pts)

**Loyalty:** Business partner (2), Sons of Canaan (2)

**Passion:** Gambling (3)

**Willpower:** 22 (15 pts)

**Skills** (22 pts)

Drive [Wagon] 2d (4d), Lie 2d (6d), Persuasion 3d (7d), Ranged Weapon [Pistol] 2d (4d), Stability 2d (5d)

**Superpowers** (48 pts)

**Aces:** 4d + 1wd (A, D, U; 3/die; 24 pts)

**Attacks Extras and Flaws:** Augment +4, Latent (2) -2, Only for Augment -1, Willpower Cost -2

**Capacities:** Self

**Defends Extras and Flaws:** Augment +4, Latent (2) -2, Only for Augment -1, Willpower Cost -2

**Capacities:** Self

**Useful Extras and Flaws:** Augment +4, Latent (2) -2, Only for Augment -1, Willpower Cost -2

**Capacities:** Self

**Effect:** Clifton can add his Aces dice to any roll. The Latent Flaw gobbles two dice out of a successful set unless he pays Willpower. Despite that, he is aware of his ability even if he doesn't always believe it. Aces costs Clifton 1 Willpower per regular die and 4 Willpower per wiggle die.

**Jinx:** 4d + 1wd (A, D, U; 3/die; 24 pts)

**Attacks Extras and Flaws:** Interference +3, Latent (2) -2, Only for Interference -1, Willpower Bid -1

**Capacities:** Range

**Defends Extras and Flaws:** Interference +3, Latent (2) -2, Only for Interference -1, Willpower Bid -1

**Capacities:** Self

**Useful Extras and Flaws:** Interference +3, Latent (2) -2, Only for Interference -1, Willpower Bid -1

**Capacities:** Range

**Effect:** Clifton can Jinx an opponent. The Latent Flaw gobbles two dice out of a successful set unless he pays Willpower. Despite the Latent Flaw, he is aware of his ability (even if he doesn't totally believe it). Failing his Jinx roll costs Clifton 1 Willpower per regular die and 4 Willpower per wiggle die.

**Attacks:** Walker Colt pistol, 5d: width + 1 in Shock and Killing, Range: 10/30/150 yds; Capacity: 6; Reload time: 5 - width rounds with a Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.

# Chapter 8: Broken in Their Violence

## Andrew Rutherford

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**Affiliation:** Sons of Canaan

**Race:** White

**D. O. B.:** September 6, 1823

**Gift:** Extraordinary hunting skills.

**Manifestation:** Andrew Rutherford is a conductor on the Underground Railroad. A hunting guide by day, he helps escaped slaves navigate the “depots” by night. One moonlit night in 1855 bloodhounds caught the scent of Andrew and his charge. They ran through the fields of southern Missouri with the slave patrol closing in. They split up at a river, with Andrew staying on the near bank to draw away the patrol. For over an hour the patrol followed Andrew, inching ever closer. Like many a Gifted man before him, he prayed to God. As he ran, snippets of a strange dream came to mind. His Gift manifested all at once when a felled tree trunk half submerged in a bog seemed like the perfect hiding place. The slave patrol ran past. As the night wore on, he lost more of his pursuers as they split up in a desperate attempt to find him. Shortly before dawn, it was Andrew versus a single rider and his dog. From thirty yards away he fired a miraculous shot that grazed the man’s horse and ripped a saddle strap, sending his pursuer sprawling. Andrew escaped in the predawn gloom.

**Personality:** Andrew doesn’t like relying on others. He prefers to do things on his own. He has a deep respect for nature, but not much respect for most of humanity. He keeps his weapons and tools meticulously clean, and near at hand.

**Possessions:** Bowie knife, Whitworth rifle, Colt New Model Army pistol, 20 rounds of .44 rifle ammunition, 20 rounds of .44 pistol ammunition, \$15

**Point Total:** 175 pts

**Archetype:** Gifted (10 pts)

**Stats** (100 pts)

**Body:** 3d (15 pts)

**Coordination:** 4d (20 pts)

**Sense:** 3d (15 pts)

**Mind:** 2d (10 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 9 (15 pts)

**Loyalty:** Sons of Canaan (2), those under his protection (4)

**Passion:** “Going it alone” (3)

**Willpower:** 9 (0 pts)

**Skills** (30 pts)

Endurance 2d (5d), Melee Weapon [Knife] 3d (6d), Knowledge [Navigation] 4d (6d), Knowledge [Woodlands Survival] 4d (6d), Ride 2d (6d)

**Superpowers** (40 pts)

**Hyperskill (Ranged Weapon [Longarms]):** 2wd (4d + 2wd) (*A, D, U; 1/die; 8 pts*)

**Hyperskill Extras and Flaws:** Willpower Bid –1

**Capacities:** Range

**Effect:** Gains +2wd to the Ranged Weapon [Longarms] Skill.

**Hyperskill (Ranged Weapon [Pistol]):** 2wd (4d + 2wd) (*A, D, U; 1/die; 8 pts*)

**Hyperskill Extras and Flaws:** Willpower Bid –1

**Capacities:** Range

**Effect:** Gains +2wd to the Ranged Weapon [Pistol] Skill.

**Hyperskill (Scrutiny):** 3wd (3d + 2wd) (*A, D, U; 1/die; 12 pts*)

**Hyperskill Extras and Flaws:** Willpower Bid –1

**Capacities:** Range

**Effect:** Gains +3wd to the Scrutiny Skill.

**Hyperskill (Stealth):** 3wd (4d + 3wd) (*A, D, U; 1/die; 12 pts*)

**Hyperskill Extras and Flaws:** Willpower Bid –1

**Capacities:** Self

**Effect:** Gains +3wd to the Stealth Skill.

**Attacks:** *Bowie knife*, 6d: width in Killing.

*Colt New Model Army pistol*, 4d + 2wd: width + 1 in Shock and Killing; Range: 10/25/130 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

*Whitworth rifle*, 4d + 2wd: width + 1 in Shock and Killing; Range: 50/100/1500 yds; Capacity: 1; Reload time: 6 – width rounds with a Skill roll.

## Chapter 8: Broken in Their Violence

### Thelma Harrington

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**Affiliation:** Sons of Canaan

**Race:** White

**D. O. B.:** May 17, 1830

**Gift:** The ability to change to the body of a man.

**Manifestation:** Thelma Harrington was an expert actress touring the Midwest. Frustrated at losing parts to male actors, one night she lay in bed wishing she was a man. The next morning she looked in a mirror and was shocked to see a man's face.

She became a dashing man, handsome and athletic—everything, as it turned out, but a great actor. Still, her Gift reaped benefits. She named her alter ego after playwright John Stone. “Stone” became her manager and was able to extract better terms from theater owners. When she was short-changed, a visit by “Stone” sorted things out.

Thelma became involved in the Women's Movement and the Abolitionist Movement, where she met Vera Cole. At one meeting Vera slipped a reference to the Dream into conversation. When Thelma recognized it, Vera brought her into the Sons of Canaan.

**Personality:** Thelma doesn't care for the proper Vera Cole, who disapproves of Thelma's lifestyle. She takes pleasure in Vera not knowing exactly what form Thelma's Gift takes. Still, that hasn't dampened Thelma's enthusiasm for helping the Sons.

**Possessions:** \$30 as Thelma Harrington. Remington New Model Army pistol, 20 rounds of .44 ammunition, \$10 as John Stone.

**Point Total:** 175 pts

**Archetype:** Gifted (10 pts)

**Stats** (100 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 3d (15 pts)

**Charm:** 4d (20 pts)

**Base Will:** 11 (12 pts)

**Loyalty:** Sons of Canaan (3), those under his protection (4)

**Passion:** Acting (5), adventure (3)

**Willpower:** 14 (3 pts)

**Skills** (40 pts)

Drive [Wagon] 2d (4d), Empathy 2d (4d), Interrogation 2d (5d), Lie 3d (7d), Performance [Acting] 5d (9d), Persuasion 2d (6d), Ranged Weapon [Pistols] 2d (4d), Stability 3d (6d)

**Superpowers** (30 pts)

**Alternate Form:** 5d (U U U; 6/die; 30 pts)

**Useful (assume “John Stone” form) Extras**

**and Flaws:** Direct Feed –2, Endless +3, If/Then (must be out of sight to change) –1, Only One Other Form –2

**Capacities:** Self

**Useful (shift Stat and Skill dice) Extras and**

**Flaws:** Direct Feed –2, Endless +3, If/Then –1 (always the same in the Alternate Form)

**Capacities:** Self

**Useful (separate damage) Extras and Flaws:**

Direct Feed –2, Endless +3

**Capacities:** Self

**Effect:** Thelma can change into “John Stone.”

Damage she takes in one form does not affect the other, but she must spend time in the injured form for it to heal. Her clothes and possessions change with her. These items are in the exact same state as when she last changed out of that form.

**Stats as “John Stone”**

**Body** 4d, **Coordination** 3d, **Sense** 2d, **Mind** 2d,

**Command** 3d, **Charm** 2d

**Base Will:** 9

**Willpower:** 12

**Skills**

Athletics 2d (6d), Brawling 3d (7d), Dodge 3d (6d), Endurance 2d (6d), Intimidation 2d (5d), Ranged Weapon [Longarms] 3d (6d), Ranged Weapon [Pistol] 3d (6d), Ride 2d (5d)

**Attacks:** *Punch*, 7d: width in Shock.

*Remington New Model Army pistol*, 4d (“Thelma”) or 7d (“John”): width + 1 in Shock and Killing, Range: 10/25/150 yds; Capacity: 6; Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.





# APPENDIX



**T**his section includes information useful for roleplaying in the American Civil War, including a list of Civil War technical terms and slang, sample NPC templates, and a list of reference books.

## CIVIL WAR TERMS AND SLANG

The following words were either slang words or common terms that are now archaic or no longer used.

**abatis** Felled trees with the limbs left on them and sharpened. Used for protection and to deny passage to the enemy, like modern barbed wire.

**ambrotype** A type of photograph that captures images on glass plates. Simpler and less expensive than a daguerreotype.

**army grayback** Common body louse.

**autumn divers** Thieves who prey on enlisted men coming out of conscription offices in order to steal their bounties.

**avalanche** Two-wheeled ambulance.

**baby waker** First shot of an artillery barrage.

**baled hay** Slang term for a block of desiccated vegetables that make up part of a soldier's diet.

**barrack hack** Soldier who avoids drill, or a prostitute.

**bat** A prostitute.

**battle flag** Flag carried by a company to easily denote its position during the chaos of battle.

**beat** An area of responsibility, such as picket duty.

**beetle-crunchers** Humorous term for infantry.

**Billy Yank** Generic name given to Union soldiers.

**bite the bullet** To take on an unpleasant task.

**blackberry picker** Straggler.

**bluebelly** Union soldier.

**bounty jumper** Someone who enlists for the bounty and then immediately deserts.

**breastwork** A defensive position made of timber and earth.

**bummer** A forager. Also, a soldier who operates safely to the rear of the front lines.

**butcher's bill** Casualty list.

**butternut** Confederate soldier, based on the color of their uniforms.

**buy it** To die or be killed.

**cabbaging** Stealing.

**carte de visite** A popular and inexpensive photograph 2 1/2" by 3 3/4" in size.

**chicken guts** Elaborate braiding on an officer's uniform.

**chit** Paper currency issued by sutlers.

**coffee boiler** Straggler.

**color bearer** Soldier designated to hold the unit's flag in combat. This is a dangerous position, since it is in the middle of the line and the bearer is an easy target.

**color guard** Group of soldiers chosen to protect the color bearers.

**commissary** A camp store. Someone who issues goods to soldiers.

**Company Q** The sick list.

**consumption** Tuberculosis.

**coosh** Hardtack fried in bacon grease.

**Cracker Line** Federal supply line into 1863 Chattanooga.

**daguerreotype** Photograph where the image is burned onto a thin sheet of silver or silver-coated copper.

**Dahlgren** Type of large naval cannon.

**dandfunk** A stew made from pork, molasses, and hardtack.

**deadbeat** Someone who shirks his duty.

**deadwood** An incompetent.

**demonstration** A show of force intended to convince an enemy that an attack is imminent. Used as a deception to hold the enemy in place.

**dog robber** Army cook.

**double-quick** A march at a rate twice that of a quick march.

**drummed out** Dishonorably discharged.

**dyspepsia** A wide range of gastro-intestinal ailments.

**enfilade** To fire on an enemy along the length of its battle line.

**essence of coffee** An early form of instant coffee.

**fancy girl** A prostitute.

**fascine** A large bundle of sticks tied together and used much like modern-day sandbags.

**fast trick** A woman of loose morals.

**fieldworks** Prepared fortifications.

**file-closer** A soldier responsible for keeping soldiers in formation during combat.

**forty dead men** A cartridge box, holding 40 paper cartridges.

**French leave** Being absent without leave but with the intention of returning.

**fresh fish** New recruits.

**furlough** A leave of absence granted to a soldier.

**gabion** An open cylinder of wicker, which is rolled into place and filled with rocks and dirt to reinforce a breastwork or other fortification.

**galoot** A soldier who has not yet seen combat.

**grayback** Confederate currency. Confederate soldiers.

**greenback** Union currency.

**grog** Mixture of rum or whiskey and water, served to sailors aboard ship.

**guidon** A pennant used by cavalry.

**hardtack** A hard cracker used as a staple of a soldier's food ration.

**hireling** Insulting term used by Southerners to describe Northern soldiers, implying they fight only for payment.

**hooker** Prostitute. The term predates Major General Joe Hooker and is not related to him, though he was infamous for enjoying the company of prostitutes.

**hop the twig** Get married.

**iron horse** Railroad locomotive.

**Johnny Reb** Generic name given to Confederate soldiers.

**Know-Nothings** Members of the anti-immigrant American Party.

**lanyard** A rope with a hook at one end. A friction primer is inserted into a hole in a cannon, and then the lanyard attached to the primer. When pulled, the cannon fires.

**Loose Bowels** A surgeon.

**Lucifer** A match.

**lunette** A roughly U-shaped fortification.

**mess** A group of soldiers (four to six in the Union, five to 10 in the Confederacy) who eat together and take turns cooking and cleaning.

**mud sills** Insulting Southern term for Union troops.

**nostalgia** Medical diagnosis of extreme depression.

**oh-be-joyful** A homemade alcoholic beverage.

**oldest** Veterans in a unit.

**open the ball** To start a battle.

**outworks** Advanced positions designed to hinder an advance on a fortification.

**peas on a trencher** Union bugle call for breakfast.

**picket** A soldier or group of soldiers on guard.

**pioneers** Soldiers who specialized in clearing roads, building bridges and fortifications, and digging trenches.

**provost guard** A detail of soldiers ordered to guard prisoners and retrieve stragglers.

**puke** Western term for a Southern sympathizer.

**pumpkin rind** A lieutenant, taken from the shoulder straps indicating his rank.

# Appendix

**quartermaster shot** An artillery shot or shell that passes overhead and to the rear.

**quickstep** A quick march, usually at 110 steps per minute.

**ravelin** A V-shaped defensive work not attached to a fortification.

**Rebel** Confederate.

**redan** A V-shaped defensive work attached to a fortification.

**redoubt** A field fortification closed on all sides.

**Robber's Row** Sutler's area.

**salt horse** Beef preserved in salt.

**salt fish** Hardened veteran. Experienced prisoner of war.

**Sawbones** Surgeon.

**Secesh** Secessionist. Confederate.

**Secessia** Northern term for the Confederacy.

**Semi-Yankee** Southern term for a Southern Unionist.

**shade** Slang for African American.

**shakes** Malaria.

**sharpshooter** Marksman or sniper.

**shebang** Temporary shelter; usually a type of hut.

**Sherman's neckties** Train rails heated and then bent around trees, thus tearing up the track and making the rails useless. The name came from this practice used during Sherman's march through Georgia.

**sinks** Trenches used as latrines.

**skedaddle** To flee the battlefield.

**skulker** A soldier constantly trying to avoid combat.

**somebody's darling** An unidentified corpse.

**Southron** A Northern term for a Southerner.

**sutler** Civilian merchants permitted to operate at a military camp or post.

**tight** Drunk.

**torpedo** A buried explosive used as an early land mine. Late in the war floating torpedoes are used to obstruct waterways. Some are detonated electrically or with clockwork timers.

**tosspot** Alcohol abuser.

**vedette** A cavalry picket.

**walk-over** An easily-won victory.

**web-footed cavalry** Slang for infantry.

**What-Is-It?** Darkroom wagons designed by Matthew Brady. The term comes from strange look of the wagons.

**whipped** Defeated.

**windrow** A pile of dead bodies.

**Yankee** Southern term for a Northerner.

**Yankeedom** Southern term for the Union.

**yellowback** Inexpensive paperback books sold by sutlers.

## NPC TEMPLATES

These sample non-player character templates are available for immediate use. To customize characters, just change a Stat die or a Skill die, or add Skills. The characters are divided into civilians and the military.

### CIVILIANS

#### Actor

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,  
**Command** 2d, **Charm** 3d

**Base Will:** 5

#### Skills

Empathy 3d (5d), Perception 2d (4d), Performance  
[Acting] 2d (5d), Persuasion 2d (5d)

#### Civilian, Rural

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,  
**Command** 2d, **Charm** 2d

**Base Will:** 4

#### Skills

Athletics 2d (4d), Craft [One Type] 2d (4d), Driving  
[Horse Team] 2d (4d), Knowledge [Land Navigation]  
1d (3d), Knowledge [Woodland Survival] 2d (4d),  
Ranged Weapon [Longarms] 1d (3d), Ride 2d (4d),  
Scrutiny 2d (4d)

#### Civilian, Urban

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,  
**Command** 2d, **Charm** 2d

**Base Will:** 4

#### Skills

Craft [One Type] 2d (4d), Empathy 2d (4d),  
Knowledge [Streetwise] 2d (4d), Ranged Weapon  
[Pistol] 2d (4d)

#### Detective

**Body** 3d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,  
**Command** 2d, **Charm** 2d

**Base Will:** 4



## *Skills*

Brawling 2d (5d), Craft [Pick Lock] 2d (4d), Empathy 2d (4d), Interrogation 2d (4d), Intimidation 2d (4d), Lie 2d (4d), Knowledge [Criminology] 2d (4d), Knowledge [Streetwise] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Scrutiny 2d (4d)

## **Farmer**

**Body 2d, Coordination 2d, Sense 3d, Mind 2d, Command 2d, Charm 2d**

**Base Will: 4**

## *Skills*

Craft [Farming] 2d (4d), Driving [Horse Team] 2d (4d), Endurance 2d (4d), Knowledge [Veterinary Medicine] 1d (3d), Knowledge [Woodland Survival] 2d (4d), Ranged Weapon [Longarms] 2d (4d), Ride 2d (4d)

## **Gambler**

**Body 2d, Coordination 2d, Sense 2d, Mind 2d, Command 2d, Charm 3d**

**Base Will: 5**

## *Skills*

Empathy 3d (5d), Intimidation 2d (4d), Knowledge [Streetwise] 2d (4d), Lie 2d (5d), Perception 3d (5d), Ranged Weapon [Pistol] 1d (4d), Ride 2d (4d), Stability 1d (3d)

## **Locomotive Engineer**

**Body 2d, Coordination 2d, Sense 2d, Mind 2d, Command 2d, Charm 2d**

**Base Will: 4**

## *Skills*

Driving [Locomotive] 2d (4d), Knowledge [Land Navigation] 2d (4d), Knowledge [Steam Engine Mechanics] 2d (4d), Perception 2d (4d)

## **Plantation Owner**

**Body 2d, Coordination 2d, Sense 2d, Mind 2d, Command 3d, Charm 2d**

**Base Will: 5**

## *Skills*

Driving [Horse Team] 1d (3d), Empathy 2d (4d), Intimidation 1d (4d), Knowledge [Farming] 2d (4d), Persuasion 1d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 3d (5d)

## **Prostitute**

**Body 2d, Coordination 2d, Sense 2d, Mind 2d, Command 2d, Charm 2d**

**Base Will: 4**

## *Skills*

Brawling 1d (3d), Empathy 2d (4d), Lie 2d (4d), Perception 2d (4d), Persuasion 3d (5d), Pick Pocket 2d (4d), Stability 2d (4d)

## **Slave, Female**

**Body 2d, Coordination 2d, Sense 2d, Mind 2d, Command 2d, Charm 2d**

**Base Will: 4**

## *Skills*

Empathy 2d (4d), Endurance 2d (4d), Lie 2d (4d), Stability 2d (4d)

## **Slave, Male**

**Body 3d, Coordination 2d, Sense 2d, Mind 2d, Command 2d, Charm 2d**

**Base Will: 4**

## *Skills*

Driving [Horse Team] 2d (4d), Empathy 2d (4d), Endurance 2d (5d), Lie 2d (4d), Stability 2d (4d)

## **Spy**

**Body 2d, Coordination 2d, Sense 3d, Mind 2d, Command 3d, Charm 3d**

**Base Will: 6**

## *Skills*

Craft [Escape Artist] 2d (4d), Craft [Forgery] 2d (4d), Craft [Pick Lock] 2d (4d), Empathy 2d (5d), Knowledge [Cryptology] 2d (4d), Lie 2d (5d), Perception 2d (5d), Persuasion 2d (5d), Ranged Weapon [Pistol] 2d (4d), Stability 1d (4d), Stealth 2d (4d)

## **Steamboat Pilot**

**Body 2d, Coordination 2d, Sense 2d, Mind 2d, Command 2d, Charm 2d**

**Base Will: 4**

## *Skills*

Athletics [Swimming] 2d (4d), Knowledge [Boating] 2d (4d), Knowledge [Steam Engine Mechanics] 1d (3d), Knowledge [Water Navigation] 2d (4d), Leadership 2d (4d), Pilot [Riverboat] 2d (4d), Perception 2d (4d)

# Appendix

## MILITARY

### Artillery Soldier, Green

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Driving [Horse Team] 2d (4d), Knowledge [Demolitions] 1d (3d), Perception [Sight] 2d (4d), Ranged Weapon [Field Gun] 2d (4d), Ranged Weapon [Longarms] 1d (3d)

### Artillery Soldier, Veteran

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Driving [Horse Team] 2d (4d), Endurance 1d (3d), Knowledge [Demolitions] 2d (4d), Perception [Sight] 2d (4d), Ranged Weapon [Field Gun] 2d (4d), Ranged Weapon [Longarms] 1d (3d), Stability 2d (4d), Tactics 2d (4d)

### Bushwhacker

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Craft [Escape Artist] 2d (4d), Dodge 2d (4d), Intimidation 2d (4d), Knowledge [Land Navigation] 2d (4d), Lie 2d (4d), Melee Weapon [Knife] 2d (4d), Ranged Weapon [Longarms] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 2d (4d), Stealth 1d (3d)

### Cavalry Officer

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 3d, **Charm** 2d

**Base Will:** 5

#### *Skills*

Dodge 2d (4d), Inspiration 2d (5d), Knowledge [Land Navigation] 2d (4d), Knowledge [Woodland Survival] 2d (4d), Leadership 2d (5d), Melee Weapon [Sword] 3d (5d), Ranged Weapon [Pistol] 2d (4d), Ride 3d (5d), Strategy 2d (4d), Tactics 2d (4d)

### Cavalry Soldier, Green

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Dodge 2d (4d), Knowledge [Woodland Survival] 2d (4d), Melee Weapon [Sword] 1d (3d), Ranged Weapon [Longarms] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 2d (4d)

### Cavalry Soldier, Veteran

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Dodge 2d (4d), Knowledge [Land Navigation] 1d (3d), Knowledge [Woodland Survival] 2d (4d), Melee Weapon [Sword] 2d (4d), Ranged Weapon [Longarms] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 2d (4d), Stability 2d (4d), Tactics 2d (4d)

### Infantry/Artillery Officer, Volunteer, Young

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Empathy 2d (4d), Endurance 2d (4d), Knowledge [Land Navigation] 2d (4d), Leadership 2d (4d), Melee Weapon [Sword] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 1d (3d), Tactics 1d (3d)

### Infantry/Artillery Officer, Volunteer, Old

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

#### *Skills*

Empathy 2d (4d), Intimidation 2d (4d), Knowledge [Land Navigation] 1d (3d), Leadership 2d (4d), Melee Weapon [Sword] 2d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 2d (4d), Strategy 1d (4d), Tactics 2d (4d)

## Infantry Officer, Political Appointee

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 3d, **Charm** 2d

**Base Will:** 5

### *Skills*

Empathy 3d (5d), Leadership 1d (4d), Lie 2d (5d),

Melee Weapon [Sword] 1d (3d), Persuasion 3d

(6d), Ranged Weapon [Pistol] 2d (4d), Ride 1d (3d)

## Infantry/Artillery Officer, Professional

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 3d, **Charm** 3d

**Base Will:** 6

### *Skills*

Empathy 2d (4d), Endurance 2d (4d), Intimidation 2d

(5d), Knowledge [Land Navigation] 2d (4d), Knowl-

edge [Signals] 2d (4d), Leadership 2d (5d), Melee

Weapon [Sword] 2d (4d), Ranged Weapon [Field Gun]

2d (4d), Ranged Weapon [Pistol] 2d (4d), Ride 2d (4d),

Stability 2d (5d), Strategy 2d (4d), Tactics 2d (4d)

## Infantry Soldier, Green

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

### *Skills*

Brawling 2d (4d), Knowledge [Signals] 1d (3d),

Knowledge [Woodland Survival] 1d (3d), Melee

Weapon [Bayonet] 2d (4d), Perception 2d (4d),

Ranged Weapon [Longarms] 2d (4d)

## Infantry Soldier, Veteran

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

### *Skills*

Brawling 2d (4d), Endurance 2d (4d), Intimida-

tion 2d (4d), Melee Weapon [Bayonet] 2d (4d),

Knowledge [Signals] 2d (4d), Knowledge [Wood-

land Survival] 2d (4d), Perception 2d (4d), Ranged

Weapon [Longarms] 3d (5d), Stability 2d (4d),

Tactics 1d (3d)

## Naval Officer

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 3d, **Charm** 2d

**Base Will:** 5

### *Skills*

Athletics [Swimming] 2d (4d), Empathy 2d (4d),

Intimidation 3d (6d), Knowledge [Boating] 2d (4d),

Knowledge [Signals] 2d (4d), Knowledge [Steam

Engine Mechanics] 1d (3d), Knowledge [Water Navi-

gation] 2d (4d), Leadership 2d (5d), Melee Weapon

[Sword] 2d (4d), Perception [Sight] 2d (4d), Ranged

Weapon [Naval Gun] 2d (4d), Stability 2d (5d)

## Sailor

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 2d

**Base Will:** 4

### *Skills*

Athletics 2d (4d), Brawling 2d (4d), Knowledge

[Signals] 2d (4d), Knowledge [Steam Engine Me-

chanics] 2d (4d), Knowledge [Water Navigation]

2d (4d), Ranged Weapon [Pistol] 2d (4d), Ranged

Weapon [Naval Gun] 2d (4d)

## Scout

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 3d

**Base Will:** 5

### *Skills*

Athletics 2d (4d), First Aid 2d (4d), Lie 3d (5d),

Knowledge [Land Navigation] 3d (5d), Knowledge

[Woodland Survival] 2d (4d), Perception 2d (4d),

Ranged Weapon [Longarms] 2d (4d), Ranged Weap-

on [Pistol] 2d (4d), Ride 3d (5d), Stealth 2d (4d)

## Surgeon, Military

**Body** 2d, **Coordination** 2d, **Sense** 2d, **Mind** 2d,

**Command** 2d, **Charm** 3d

**Base Will:** 5

### *Skills*

Empathy 2d (4d), First Aid 3d (5d), Inspiration 2d

(4d), Knowledge [Medicine] 2d (4d), Knowledge

[Surgery] 2d (4d), Perception 2d (4d), Ranged

Weapon [Pistol] 1d (3d), Ride 1d (3d)



## Appendix

# IMPORTANT NPC'S

Several important NPCs are referenced throughout the book that should be mentioned here.

### Eleanor Hopkins

---

**D.O.B.:** March 21, 1844.

**Race:** White

**Information:** Eleanor was the first of the Gifted. She wanted her cousin's porcelain doll, and moments later it appeared in her possession. Her family fled Charleston when neighbors discovered her Gift and feared she was possessed by the devil. Her Gift drove a wedge between Eleanor and her parents. In 1865 she married Union Major William Grayson. They had no children. When he died in 1889, Eleanor found solace in the spiritualism movement. She died alone, of natural causes, in her Baltimore home in 1909. In her arms was a purloined porcelain doll.

**Gift:** Kleptomaniacal teleportation

**Point Total:** 165 pts

**Archetype:** Gifted (10 pts)

**Stats** (73 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 4 (0 pts)

**Loyalty:** Her parents (later her husband) (1)

**Passion:** Shiny new things (3)

**Willpower:** 12 (8 pts)

**Skills** (22 pts)

Empathy 3d (5d), Lie 3d (5d), Persuasion 2d (4d), Stability 3d (5d)

**Superpowers** (60 pts)

**Teleportation:** 2d + 2wd (D,U; 6/die; 60 pts)

**Defends Extras and Flaws:** Booster (4) [Range] +4, Direct Feed -2, If/Then [Must know item's

location] -1, If/Then [Object must be less than 50 lbs in weight] -1, Interference +2

**Capacities:** Self

**Useful Extras and Flaws:** Booster (4) [Range] +4, Direct Feed -2, If/Then [Must know item's location] -1

**Capacities:** Range

**Effects:** Eleanor can teleport items into her possession if they weigh no more than about 40 to 50 pounds. She has to know, roughly, what the item is and where it is located before she can teleport it. She can defend herself by teleporting an enemy's weapon into her possession.

### David Coogan

---

**D. O. B.:** June 10, 1825

**Race:** White

**Information:** Coogan and Bettsey started a sexual relationship in early 1861. He tries to hide his increasingly strong feelings for her because of his contempt for blacks, particularly Gifted blacks, but he treats her kindly when they are alone and has taken to buying her small presents.

**Point Total:** 129 pts

**Archetype:** Human (0 pts)

**Stats** (75 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 3d (15 pts)

**Charm:** 3d (15 pts)

**Base Will:** 6 (0 pts)

**Skills** (54 pts)

Driving [Wagon] 3d (5d), Empathy 3d (5d), Knowledge [Farm Implement Repair] 3d (6d), Lie 3d (6d), Melee Weapon [Knife] 2d (4d), Perception 2d (4d), Persuasion 4d (7d), Ranged Weapon [Pistols] 4d (6d), Stability 3d (6d)

**Attacks:** *Hunting knife*, 4d: width in Killing.

*Punch*, 2d: width in Shock.

*Colt Navy pistol*, 6d: width in Shock and Killing;

Reload time: 5 – width rounds with a Skill roll for one bullet, 5 – width minutes with Skill roll for full reload.

## Bettsey

**D. O. B.:** September 21, 1837

**Race:** Mixed white and black

**Information:** Bettsey despises David Coogan. She sleeps with him to protect herself, but when the time is right she intends to kill him and escape. She knows, though, that Gabriel Soignier is Gifted and that she must wait until Soignier is out of the way. This isn't easy, since Soignier seems to always be around just when she thinks it's safe. As the war starts Bettsey begins to despair that she'll never be free. She's becoming more desperate, willing to take greater chances in her bid for freedom.

**Gift:** Telepathy

**Point Total:** 158 pts

**Archetype:** Gifted (10 pts)

**Stats** (80 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 4d (20 pts)

**Charm:** 3d (15 pts)

**Base Will:** 7 (0 pts)

**Loyalty:** Her faked affection (and secret hatred) for Coogan (2)

**Passion:** Freedom (5)

**Willpower:** 7 (0 pts)

**Skills** (36 pts)

Empathy 5d (2d), First Aid 2d (5d), Lie 3d (6d), Melee Weapon [Knife] 2d (4d), Persuasion 4d (7d), Stability 2d (6d)

**Superpowers** (32 pts)

**Telepathy:** 4wd (D, U; 2/die; 32 pts)

**Defends Extras and Flaws:** Willpower Bid -1

**Capacities:** Self

**Useful Extras and Flaws:** Willpower Bid -1

**Capacities:** Range

**Effect:** Bettsey has the ability to read other people's minds. She can avoid being hit in combat by predicting her attacker's intentions.

**Attacks:** Kitchen knife, 7d: width in Shock, + 1 point in Killing

## Gabriel Soignier

**D. O. B.:** November 26, 1830

**Race:** White

**Information:** Soignier is Coogan's right hand and is never far away. He suspects that Coogan and Bettsey have a physical relationship but says nothing. Descended from Creole stock himself, Soignier sees little wrong with it. Nevertheless, Soignier doesn't trust Bettsey and suspects she might try to escape.

**Gift:** Luck

**Point Total:** 228 pts

**Archetype:** Gifted (10 pts)

**Stats** (104 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 3d (15 pts)

**Mind:** 4d (20 pts)

**Command:** 2d (10 pts)

**Charm:** 5d (25 pts)

**Base Will:** 10 (9 pts)

**Loyalty:** Knights of the Golden Circle (2), Coogan (3)

**Passion:** Defense of slavery (5)

**Willpower:** 15 (5 pts)

**Skills** (42 pts)

Athletics 2d (4d), Lie 4d (9d), Melee Weapon [Knife] 3d (5d), Performance [Public Speaking] 2d (7d), Ranged Weapon [Pistols] 3d (5d), Ride 2d (4d), Stability 5d (7d)

**Superpowers** (72 pts)

**Aces:** 4d + 1wd (A, D, U; 9/die; 72 pts)

**Attacks Extras and Flaws:** Augment +4, If/Then (only for Augment) -1, Willpower Cost -2

**Defends Extras and Flaws:** Augment +4, If/Then (only for Augment) -1, Willpower Cost -2

**Useful Extras and Flaws:** Augment +4, If/Then (only for Augment) -1, Willpower Cost -2

**Effect:** Soignier adds Aces dice pool to any roll, at the cost of 1 Willpower per die and 4 per wiggle die. He can add dice only to his own actions.

**Attacks:** Colt Navy pistol, 5d: width in Shock and Killing; Reload time: 5 - width rounds with Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.

# Appendix

## Vera Cole

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**D. O. B.:** December 6, 1816

**Race:** Black

**Information:** Vera's Gift is a limited form of telepathy. It acts as a beacon to the needy, radiating her sincere desire to help. It only works on people with The Gift. Until now it has only attracted escaped slaves and those aligned with Vera's cause. It is entirely possible that a Gifted person with sinister motives (such as an escaped convict or the Knights of the Velvet Glove) could pick up Vera's beacon.

**Gift:** Telepathic Beacon

**Point Total:** 406 pts

**Archetype:** Gifted (10 pts)

**Stats** (70 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 2d (10 pts)

**Charm:** 3d (15 pts)

**Base Will:** 5 (0 pts)

**Loyalty:** Sons of Canaan and its ideals (3)

**Passion:** Helping escaped slaves to freedom (2)

**Willpower:** 5 (0 pts)

**Skills** (26 pts)

Drive [Wagon] 2d (4d), Empathy 4d (6d), Endurance 2d (4d), First Aid 2d (5d), Stability 3d (5d)

**Superpowers** (300 pts)

**Telepathy:** 6hd (U; 25/die; 300 pts)

**Useful Extras and Flaws:** Limited Effect (Beacon) -2, Non-Physical +2, Radius (13) +26, Uncontrollable (always on) -2, Willpower Bid -1

**Capacities:** Range

**Effect:** Vera's telepathy works as a beacon that attracts others to her. She can not read the thoughts of others, and they can not read hers. She has no way of turning off her power. Her telepathy radiates outward for about 20 miles.

## Albert Tucker

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**D. O. B.:** October 29, 1827

**Race:** Black

**Information:** Albert's Gift manifested when he was chased by his Mistress for stealing a loaf of bread from her pantry. He was quickly apprehended, but three months later he escaped and headed north. Seething hatred of slave owners and the need to be on his guard have made him taciturn and serious.

**Gift:** Invisibility

**Point Total:** 261 pts

**Archetype:** Gifted (10 pts)

**Stats** (105 pts)

**Body:** 2d (10 pts)

**Coordination:** 3d (15 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 3d (15 pts)

**Charm:** 3d (15 pts)

**Base Will:** 14 (24 pts)

**Loyalty:** His followers (5)

**Passion:** Freedom (3), hatred of slave owners (6)

**Willpower:** 15 (1 pt)

**Skills** (50 pts)

Athletics 3d (5d), Dodge 3d (6d), Knowledge [Streetwise] 3d (6d), Leadership 3d (6d), Melee Weapon [Club] 3d (5d), Ranged Weapon [Pistol] 2d (5d), Stability 2d (5d), Stealth 4d (7d)

**Superpowers** (96 pts)

**Invisibility:** 8wd (D+1, U+1; 3/die; 96 pts)

**Defense Extras and Flaws:** Direct Feed -2, Duration +2, No Physical Change -1

**Capacities:** Self

**Useful Extras and Flaws:** Direct Feed -2, Duration +2, No Physical Change -1, Self Only -1

**Capacities:** Self

**Effect:** Albert's power renders him invisible in the minds of other humans. While "invisible" he still appears on photographic images.

**Attacks:** *Colt Baby Dragoon pistol*, 5d: width in Shock, width - 1 in Killing; Reload time: 5 - width rounds with a Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.



## Reverend Jacob Holden

**Race:** White

**D. O. B.:** February 23, 1826

**Information:** Holden dispatches Ethereals by using his Hypercommand to banish them. Ethereals don't have the Command Stat, so they must spend Willpower to resist Hypercommand. Once its Willpower is gone, it converts Base Will to Willpower. When its Base Will reaches zero, it is dispelled.

In his dealings with Ethereals, Holden received the Power Mimic and Nullify miracles. He is not yet aware of those miracles, but he has been dreaming about them. The first time he thinks to try them they will work, and he will become very dangerous indeed.

**Gifts:** Hypercommand, Power Mimic, Nullify

**Point Total:** 416 pts

**Archetype:** Gifted (10 pts)

**Stats** (135 pts)

**Body:** 4d (20 pts)

**Coordination** 4d: (20 pts)

**Sense:** 3d (15 pts)

**Mind:** 3d (15 pts)

**Command:** 3d (+4wd due to Hyperstat) (15 pts)

**Charm:** 3d (15 pts)

**Base Will:** 14 (24 pts)

**Loyalty:** A vengeful God (3)

**Passion:** Destroying Ethereals (5), attracting followers (4), helping underprivileged children (2)

**Willpower:** 25 (11 pts)

**Skills** (52 pts)

Brawling 3d (7d), Intimidation 3d (6d + 4wd), Knowledge [Navigation] 2d (5d), Lie 2d (5d), Melee Weapon [Knife] 3d (7d), Persuasion 1d (4d + 4wd), Ranged Weapon [Longarms] 3d (7d), Ranged Weapon [Pistols] 3d (7d), Ride 1d (5d), Scrutiny 3d (6d), Stability 2d (5d+4wd)

**Superpowers** (252 pts)

**Hyperstat (Command):** 4wd (*A, D, U; 3/die; 48 pts*)

**Hyperstat Extras and Flaws:** Willpower Bid -1

**Capacities:** Range

**Effect:** +4wd with all Command-based rolls

**Nullify [The Gift]:** 5d + 2hd (*U; 11/die; 99 pts*)

**Useful Extras and Flaws:** Duration +2, Latent (1) -2, Willpower Cost -2

**Capacities:** Range

**Effect:** Even though Holden only has Latent 1 on this power, he is unaware of The Gift. If he ever discovers his latent Nullify ability, he can turn off the Hyperstats, Hyperskills and powers in any Gifted human within range of his power, though his Latent Flaw will gobble one of the dice out of a successful set. If he turns this ability against Ethereals, he has the potential of destroying any Ethereal very quickly with the power of his mind.

**Power Mimic:** 4d + 2hd (*A, D, U; 9/die; 72 pts*)

**Attacks Extras and Flaws:** Duration +2, If/Then (must touch subject) -1, Latent (1) -2, Limited Effect (must match subject's powers) -1, Variable Effect (anything) +4, Willpower Bid -1

**Capacities:** Self

**Defends Extras and Flaws:** Duration +2, If/Then (must touch subject) -1, Latent (1) -2, Limited Effect (must match subject's powers) -1, Variable Effect (anything) +4, Willpower Bid -1

**Capacities:** Self

**Useful Extras and Flaws:** Duration +2, If/Then (must touch subject) -1, Latent (1) -2, Limited Effect (must match subject's powers) -1, Variable Effect (anything) +4, Willpower Bid -1

**Capacities:** Self

**Effect:** Even though Holden only has Latent 1 on this power, he is unaware of The Gift. If he ever learns that he has this Gift, he will be able to copy the powers of any human or Ethereal that he touches, though his Latent Flaw will gobble one of the dice out of a successful set.

**Attacks:** *Bowie knife, 7d:* width in Killing.

*Punch, 7d:* width in Shock.

*Colt Dragoon pistol, 7d:* width + 1 in Shock and Killing; Reload time: 5 - width rounds with a Skill roll for one bullet, 5 - width minutes with Skill roll for full reload.

# Appendix

## Kurt Auerbach

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**Race:** White

**D. O. B.:** September 14, 1819

**Information:** Kurt is a rationalist who sees The Gift in terms of natural selection (he was an early purchaser of Charles Darwin's *The Origin of the Species* in 1859). He struggles with what he calls "the ghost connection," accounts of ghost activity that have risen since 1849. He knows nothing about Ethereals, and his theories on the formation of The Gift lean towards evolution rather than metaphysics.

**Gift:** Highly Intelligent

**Point Total:** 146 pts

**Archetype:** Gifted (10 pts)

**Stats** (88 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 4d (20 pts)

**Command:** 2d (10 pts)

**Charm:** 2d (10 pts)

**Base Will:** 10 (18 pts)

**Loyalty:** Alice Fahnestock (4)

**Passion:** Mathematics and statistics (6)

**Willpower:** 10 (0 pts)

**Skills** (32 pts)

Knowledge [Mathematics] 2d (6d; 6d+2wd with Hyperskill), Knowledge [Statistics] 3d (7d; 7d+2wd with Hyperskill), Language [French] 1d (5d), Language [Latin] 2d (6d), Performance [Lecturing] 2d (4d), Research 3d (7d), Stability 3d (5d)

**Superpowers** (16 pts)

**Hyperskill (Knowledge [Mathematics]):** 2wd (U; 1/die; 8 pts)

**Hyperskill Extras and Flaws:** Willpower Bid -1

**Capacities:** Self

**Effect:** Gains +1wd with Knowledge [Mathematics] Skill

**Hyperskill (Knowledge [Statistics]):** 2wd

(U; 1/die; 8 pts)

**Hyperskill Extras and Flaws:** Willpower Bid -1

**Capacities:** Self

**Effect:** +1wd with Knowledge [Statistics] Skill

## Alice Fahnestock

---

**Race:** White

**D. O. B.:** August 2, 1798

**Information:** Until recently, when her health started to affect her, Alice spent the summers in Europe. Now she has the Society of the Raven taking up most of her spare time, and the stress notably affects her. If using the Wealth optional rules, Alice has a Wealth of 7hd (cost: 28 pts).

**Gift:** Precognition

**Point Total:** 163 pts

**Archetype:** Gifted (10 pts)

**Stats** (85 pts)

**Body:** 1d (5 pts)

**Coordination:** 2d (10 pts)

**Sense:** 1d (5 pts)

**Mind:** 3d (15 pts)

**Command:** 4d (20 pts)

**Charm:** 3d (15 pts)

**Base Will:** 12 (15 pts)

**Loyalty:** Society of the Raven (3)

**Passion:** Preserving The Gift (6), Protecting The Gifted (3)

**Willpower:** 12 (0 pts)

**Skills** (44 pts)

Empathy 3d (4d), Knowledge [Etiquette] 3d (6d), Knowledge [Literature] 2d (5d), Language [French] 2d (5d), Language [German] 2d (5d), Language [Italian] 2d (5d), Leadership 2d (6d), Persuasion 2d (5d), Perception 2d (3d), Stability 2d (6d)

**Superpowers** (24 pts)

**Precognition:** 4d + 4hd (U; 2/die; 24 pts)

**Useful Extras and Flaws:** If/Then (requires concentration) -1, Speeding Bullet +2, Willpower Bid -1

**Capacities:** Range

**Effect:** With concentration, Alice can see the future. While she uses her Gift to discern the collective future of The Gifted, she can focus her power on an individual. Her power is of such intensity that it is difficult for The Gifted to avoid her scrutiny.

## Elizabeth Sullivan

**Race:** White

**D. O. B.:** May 3, 1836

**Information:** Jumping from mind to mind has affected Elizabeth's sanity. She spends very little time searching for The Gifted, preferring to live vicariously through others. She has come to believe her life doesn't matter when she can live through thousands of other people far more interesting than her. She's beginning to wonder if she could take control of someone's mind, or if she could live in someone else's mind permanently. She does not have that capability... yet.

Alice Fahnestock has tried to look into Elizabeth's future, but all she receives as a vision is a jumbled mess due to Elizabeth's interaction with the minds of others. As a result, Alice rarely tries to "read" Elizabeth, so she doesn't know that one of the greatest dangers to the Society of the Raven is one of its greatest assets.

**Gift:** Telepathy

**Point Total:** 456 pts

**Archetype:** Gifted (10 pts)

**Stats** (115 pts)

**Body:** 2d (10 pts)

**Coordination:** 2d (10 pts)

**Sense:** 2d (10 pts)

**Mind:** 3d (15 pts)

**Command:** 3d (15 pts)

**Charm:** 3d (15 pts)

**Base Will:** 16 (30 pts)

**Loyalty:** Kurt Auerbach (1)

**Passion:** Invading people's minds (6), the interesting (and dangerous) life she can never have (9)

**Willpower:** 26 (10 pts)

**Skills** (34 pts)

Empathy 2d (4d), Knowledge [Etiquette] 3d (6d), Perception 3d (5d), Persuasion 3d (6d), Ride 2d (4d), Stability 4d (7d)

**Superpowers** (297 pts)

**Telepathy:** 5d + 2hd (A, D+4, U+1; 33/die; 297 pts)

**Attacks Extras and Flaws:** Booster (5) +5, Duration +2, Non-Physical +2, Subtle +1, Willpower Bid -1

**Capacities:** Range

**Defends Extras and Flaws:** Duration +2, Non-Physical +2, Subtle +1, Willpower Bid -1

**Capacities:** Self

**Useful Extras and Flaws:** Booster (5) +5, Duration +2, Non-Physical +2, Subtle +1, Willpower Bid -1

**Capacities:** Range

**Effect:** Elizabeth can read the mind of anyone on the Earth. Since her own consciousness can be essentially anywhere on the planet, she is particularly adept at defending against mental attacks. She can make her own body function normally while riding in someone else's brain, but this dual existence is not only intoxicating, it is slowly eroding Elizabeth's sanity.



# Appendix

## ANIMAL TEMPLATES

Horses and mules come in a variety of sizes. The following is a sampling. Customize the animal templates as you would the NPC templates.

When the war started, the U.S. cavalry's horses were not of the best stock, and they were soon run down. This started to change in early 1863 as part of the overall rehabilitation of the Union's cavalry arm. The Confederacy started the war with superior horses. The rigors of campaigning eventually depleted the Confederacy of quality horses. Use the Army Nag listing for Union horses prior to 1863, and for Confederate horses after 1863.

### Horse, Army Nag

Can run as fast as if it had a Body Stat of 8.

**Body** 4d, **Coordination** 3d, **Sense** 3d

#### *Skills*

Athletics [Running] 4d (4d), Athletics [Swimming] 1d (5d), Brawling 1d (5d), Dodge 1d (4d), Endurance 1d (5d), Perception [Hearing] 2d (5d)

#### Damage Location

| Roll | Hit Location (Wound Boxes) |
|------|----------------------------|
| 1    | Left rear leg (5)          |
| 2    | Right rear leg (5)         |
| 3–4  | Left foreleg (6)           |
| 5–6  | Right foreleg (6)          |
| 7–9  | Torso (12)                 |
| 10   | Head (6)                   |

### Horse, Cavalry Thoroughbred

Can run as fast as if it had a Body Stat of 10.

**Body** 5d, **Coordination** 3d, **Sense** 3d

#### *Skills*

Athletics [Running] 5d (10d), Athletics [Swimming] 1d (6d), Brawling 1d (6d), Dodge 1d (4d), Endurance 3d (8d), Perception [Hearing] 2d (5d)

#### Damage Location

| Roll | Hit Location (Wound Boxes) |
|------|----------------------------|
| 1    | Left rear leg (5)          |
| 2    | Right rear leg (5)         |
| 3–4  | Left foreleg (6)           |
| 5–6  | Right foreleg (6)          |
| 7–9  | Torso (14)                 |
| 10   | Head (6)                   |

### Horse, Plough

Can run as fast as if it had a Body Stat of 7.

**Body** 6d, **Coordination** 3d, **Sense** 3d

#### *Skills*

Athletics [Running] 2d (8d), Athletics [Swimming] 1d (7d), Brawling 1d (6d), Dodge 1d (4d), Endurance 3d (9d), Perception [Hearing] 2d (5d)

#### Damage Location

| Roll | Hit Location (Wound Boxes) |
|------|----------------------------|
| 1    | Left rear leg (6)          |
| 2    | Right rear leg (6)         |
| 3–4  | Left foreleg (7)           |
| 5–6  | Right foreleg (7)          |
| 7–9  | Torso (17)                 |
| 10   | Head (6)                   |

### Mule

Can run as fast as if it had a Body Stat of 4.

Can pull as though it had a Body Stat of 6.

**Body** 4d, **Coordination** 2d, **Sense** 3d

#### *Skills*

Athletics [Running] 3d (7d), Athletics [Swimming] 2d (6d), Brawling 1d (5d), Dodge 1d (3d), Endurance 5d (9d), Perception [Hearing] 2d (5d)

#### Damage Location

| Roll | Hit Location (Wound Boxes) |
|------|----------------------------|
| 1    | Left rear leg (5)          |
| 2    | Right rear leg (5)         |
| 3–4  | Left foreleg (5)           |
| 5–6  | Right foreleg (5)          |
| 7–9  | Torso (12)                 |
| 10   | Head (6)                   |

## REFERENCES

There are more books about the American Civil War than any other American conflict, except maybe World War II. There are entire publishing companies dedicated to the Battle of Gettysburg, alone. Virtually no aspect of the war has gone undocumented. By contrast, the Civil War is underrepresented in film and television. Don't consider this list definitive by any means, but all of these books and DVDs are useful for anyone running a roleplaying campaign in the American Civil War.

## DVDs

The following television programs and movies are available on DVD:

*The Blue and the Gray* (Sony Pictures)  
*Ken Burns' The Civil War* (PBS)  
*Cold Mountain* (Miramax Home Entertainment)  
*The Gangs of New York* (Miramax Home Entertainment)  
*Gettysburg* (Warner Home Video)  
*Glory* (Sony Pictures)  
*Gods and Generals* (Warner Home Video)  
*The Horse Soldiers* (MGM)  
*The Outlaw Jose Wales* (Warner Home Video)  
*Pharaoh's Army* (Lions Gate)  
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There are so many worthy books that there's simply not enough space to list them all. Books dedicated to specific battles were left out to save space.

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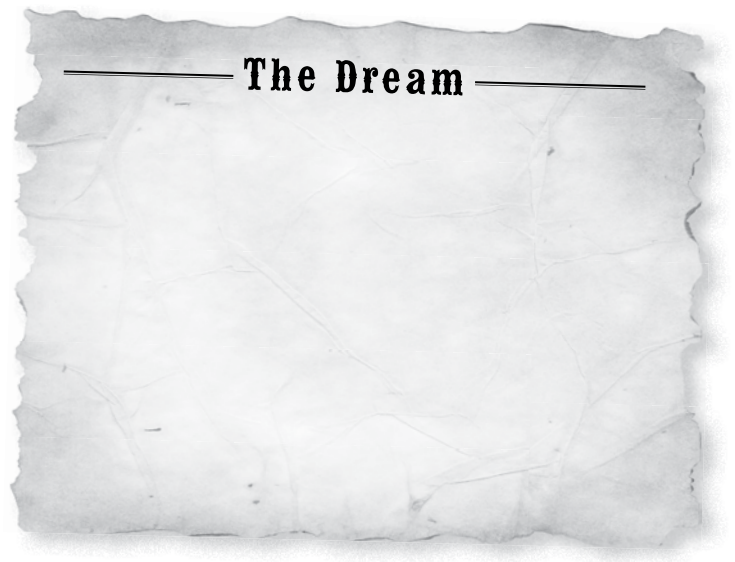
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**Name/Aliases:** \_\_\_\_\_

**Age:** \_\_\_\_\_ **Sex:** \_\_\_\_\_ **Race:** \_\_\_\_\_

**Description:** \_\_\_\_\_

**Occupation:** \_\_\_\_\_

**Loyalty:** \_\_\_\_\_

**Passion:** \_\_\_\_\_

**Allegiance & Rank:** \_\_\_\_\_

**Archetype:** \_\_\_\_\_

**Cost:** \_\_\_\_\_

**Source:** \_\_\_\_\_

**Permissions:** \_\_\_\_\_

\_\_\_\_\_

**Intrinsics:** \_\_\_\_\_

\_\_\_\_\_

**Base Will:** \_\_\_\_\_

**Willpower**

**Body:** \_\_\_\_\_ d + \_\_\_\_\_ d + \_\_\_\_\_ hd + \_\_\_\_\_ wd

**Coordination:** \_\_\_\_\_ d + \_\_\_\_\_ d + \_\_\_\_\_ hd + \_\_\_\_\_ wd

**Sense:** \_\_\_\_\_ d + \_\_\_\_\_ d + \_\_\_\_\_ hd + \_\_\_\_\_ wd

**Mind:** \_\_\_\_\_ d + \_\_\_\_\_ d + \_\_\_\_\_ hd + \_\_\_\_\_ wd

**Charm:** \_\_\_\_\_ d + \_\_\_\_\_ d + \_\_\_\_\_ hd + \_\_\_\_\_ wd

**Command:** \_\_\_\_\_ d + \_\_\_\_\_ d + \_\_\_\_\_ hd + \_\_\_\_\_ wd

| Skills | Skill/Hyperskill Dice                   | Total Dice                    | Skills | Skill/Hyperskill Dice                   | Total Dice                    |
|--------|---|-------------------------------|--------|---|-------------------------------|
| _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd | _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd |
| _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd | _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd |
| _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd | _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd |
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| _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd | _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd |
| _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd | _____  | _____ d + _____ d + _____ hd + _____ wd | _____ d + _____ hd + _____ wd |

*Stat Dice + Hyperstat Dice + Skill Dice + Hyperskill Dice = Total Dice*

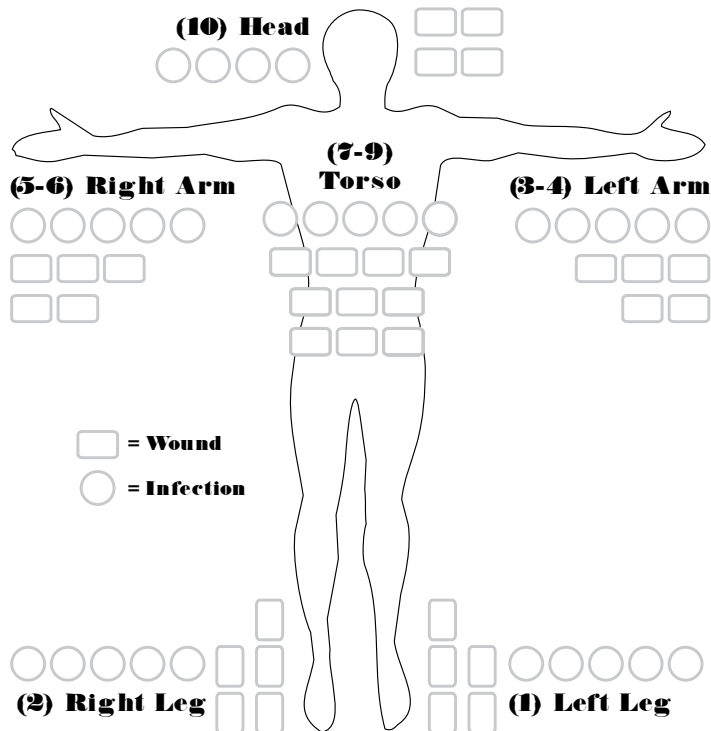
| Gifts | Dice  | Qualities, Extras and Flaws | Cost  |
|-------|-------|-----------------------------|-------|
| _____ | _____ | _____                       | _____ |
| _____ | _____ | _____                       | _____ |
| _____ | _____ | _____                       | _____ |
| _____ | _____ | _____                       | _____ |
| _____ | _____ | _____                       | _____ |

Archetype Cost: \_\_\_\_\_ + Stats: \_\_\_\_\_ + Skills: \_\_\_\_\_ + The Gift: \_\_\_\_\_ + Base Will: \_\_\_\_\_ = Total Cost: \_\_\_\_\_

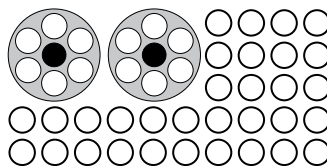
**Experience Points:**

**Character History:**

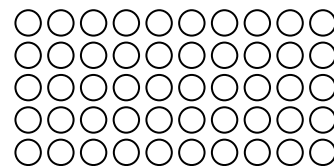
# **Hit Locations and Wound Boxes**



## **Pistol Ammunition**



## **Longarm Ammunition**



**Weapon**

**Damage**

**Pen**

**Range**

**Ammo**

**Reload**

**Notes**

**Equipment:**

**Notes:**



# 'I DREAD THE EVENTS OF THE FUTURE'

*This Favored Land* is a sourcebook for the *Wild Talents* roleplaying game set during the American Civil War. Players take the role of The Gifted, ordinary people who—by divine providence or pure chance—have been granted extraordinary powers. Occasionally seen as saviors, they are most often scorned and hunted as sorcerers and demons, witches and charlatans.

Whether heroes or villains, The Gifted are forced by the superstitions of the day to hide from public scrutiny. But they can't escape their nation's greatest crisis. Whether they are spying for the Confederacy in Washington, riding with Quantrill in Missouri, or marching with Sherman through Georgia, The Gifted must make the difficult choice between using their powers and avoiding the dangers of discovery. If The Gifted can survive the ordeals of war, they—like their nation—will be changed forever.

Written by Allan Goodall and illustrated by Todd Shearer, *This Favored Land* includes everything you need for a thrilling Civil War campaign: Detailed rules adapting *Wild Talents* to the war; weapons and rules for the deadly injuries that made Civil War battles so infamous; an in-depth history of the Civil War; a complete scenario to begin play at once; and much more.

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