The Knapsack

Raleigh Civil War Round Table
The same rain falls on both friend and foe.

April 13, 2020
Our 230th Meeting

Volume 20
Number 4

http://www.raleighcwrt.org

April 13th Event Cancelled Due to the Novel Coronavirus Pandemic

Our upcoming meeting, scheduled for April 13, 2020, has been cancelled due to the novel coronavirus pandemic and NC Governor Roy Cooper's shelter-in-place state-wide order (social distancing). The event was to have featured Douglas Waller's presentation on **Lincoln's Spies**. Hopefully, we will be able to reschedule his presentation for a later date.

Due to the uncertainty as to when the pandemic will ame-liorate, the May 11th presentation by Freddie Kiger has also been cancelled. When we are ready to announce the renewal of our monthly meetings, you will be notified three different ways: by an update on the Raleigh CWRT's website (http://www.raleighcwrt.org), by an announcement in the monthly Knapsack newsletter, and by email.

Please follow the medical and governmental guidelines of social distancing, using your hands to cover any coughs or sneezes, and washing your hands often. Given that our organization's age demographic makes up the most susceptible group, our wish is that you remain safe and healthy.

A March 31st White House Projection Shows More Americans Could Die from Coronavirus Than Those Killed in Battle During the American Civil War

As of 03-31-2020, there are now over 184,343 cases and 3,796 deaths in the U.S. caused by the novel coronavirus. At the same time, it is now estimated that the coronavirus pandemic will cause between **100,000 and 240,000** U.S. deaths. This is an alarming number when put into context with other pandemics and wars.

Pandemics:
Spanish Flu in 1918-20: 675,000
H2N2 in 1957-58: 116,000

U.S. deaths resulting in direct battle:
Civil War: 232,500 (American Battlefield Trust estimate)
World War II: 291,557
World War I: 53,402
Vietnam: 47,434
Korea: 33,739

A Primer on Coronavirus Nomenclature

Viruses are named by the International Committee on Taxonomy of Viruses (ICTV). On February 11, 2020, the ICTV officially named the novel coronavirus as "severe acute respiratory syndrome coronavirus 2 (SARS-CoV-2)". This name was chosen because the virus is genetically related to the coronavirus responsible for the SARS outbreak of 2003. While related, the two viruses are different.

The "corona" designation comes from *coronam*, the Latin name for crown. Shown below, the image of the corona virus suggests that the projections from the spherical body look like the points on a crown.
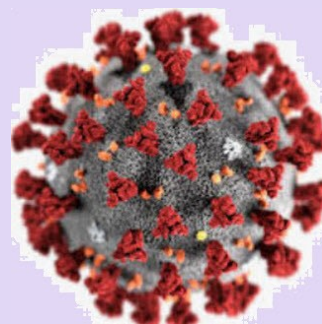
Diseases are named by the World Health Organization (WHO). Also on February 11, 2020, the WHO officially named the disease caused by SARS-CoV-2 as "COVID-19". This designation comes from **Co**rona **Vi**rus **D**isease 20**19**.

Because the word "SARS" has a bad connotation in Asia due to the prevalence and severity of the 2003 virus there, the WHO has begun referring to the virus as "the virus responsible for COVID-19" or "the COVID-19 virus" when communicating with the public. These terms are not replacements for the official name, however.

So, just as HIV is the virus which causes the disease AIDS, so too SARS-CoV-2 is the virus which causes the disease COVID-19.

Historical, Challenging and Fun: Spending Shelter-in-Place Downtime with a Civil War Board Game

By Bob Graesser, Editor

On March 27th, I received an email from our Round Table's president, Dr. Ted Kunstling: "Have you been engaged in any Civil War battle video games? If they exist, it might make a good Knapsack story for while we are staying at home."

Some Civil War enthusiasts collect weapons, some collect Confederate currency, some collect uniforms and accoutrements. In my case, a few of you may know that one of my hobbies is collecting Civil War board games. These are contemporary games about the Civil War, not board games that were played during the Civil War. I've been collecting these games for 50 years now and have nearly 700 of them, over two dozen on the Battle of Gettysburg alone.

Notice that I've referred to my participation in my hobby as "collecting". But what about playing these games? I did a fair amount of face-to-face board gaming in college but once I entered the real world and started a career in science, these opportunities tended to dry up. But there are other reasons I don't play many face-to-face Civil War board games: there is a time commitment involved in not only playing the game but also learning the rules of play. Furthermore, not only you but your opponent as well need to be well-versed on the rules. As an analytical detail person, I often feel that I am taking up too much of my opponent's time while analysizing my troop dispositions and planning and executing my units' next movements and attacks.

In comparison, a computer-based Civil War wargame offers a number of advantages:

- It offers an always-available opponent in the form of artificial intelligence (AI).
- It offers tutorials showing examples of play.
- It provides easy access to support-charts describing terrain effects on movement and combat, weapon ranges, objectives, etc.
- It knows all the rules and will prevent you from breaking them.
- It is infinitely patient, removing any feelings of time pressure guilt.

Before I go into examples of highly-rated software vendors who carry Civil War wargames, I'd like to provide some background and context on the predecessor of computer-based wargames, i.e., classic Civil War board games, since the computer-based wargames tend to mimic or model their board game counterparts.

At this point, we should consider the function and purpose of a Civil War board game. Basically, it is a tool to simulate the strategy and tactics involved with an actual battle, campaign, or war, depending on the scope in-

volved. As an example of a basic board wargame, let's refer to the Avalon Hill game Gettysburg (1961 hex edition). *(For details on Avalon Hill, its place in the history of board wargames, and its game Gettysburg, please see my article Avalon Hill's Gettysburg on page 4.)*

Avalon Hill's board game Gettysburg (1961 edition) showing the hexagonal (hex) grid overlay and the color-coded terrain features

The "board", itself, is sometimes just thick stock paper but, as is the case depicted above, is often backed with stiff cardboard. The board is actually composed of four identically-sized sections. These sections can be back-folded against themselves so as to minimize the board's "footprint" and thus the size of the box containing the game. A typical board, when unfolded, might be 1-to-2 ft by 2-to-3 ft. On it, a map of the area being fought over is presented.

The board's surface consists of a map of the terrain over which the combat occurs. Most typically, a hexagonal grid is superimposed on the map to regulate troop movement.

Little Round Top Showing Color-Coded Hex Grid

The dominant terrain in each hexagon ("hex") is indicated in a unique graphic that is defined in an accompanying key which shows each terrain type and defines their meaning. Typical terrain types include open, rough, hill, mountainous, desert, forest, plains, sea, and city. The six edges of each hex can also convey information such as a dark line on an edge to indicate a change in elevation between adjacent hexes, or a blue edge to indicate a river or stream. Often, each hex has an inconspicuous four-digit number to facilitate, for example, setting up initial positions of troops or to enable play-by-mail.

Troop formations can range from individual solders all the way up to armies. Troops are typically represented by small flat square cardboard pieces upon which certain crucial information is displayed. These pieces are referred to as units or counters.
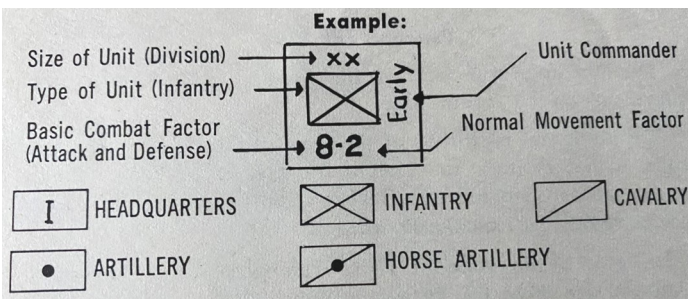
Example from Gettysburg (1961) of a Counter (Unit) Showing All the Info That Can be Conveyed in a Small Area

For a Civil War game, there are generally the three unit types common in the mid-19th century: infantry, cavalry, and artillery. This example also depicts horse artillery. These are designated using standard symbols: "X" for infantry, "/" for cavalry, and "•" for artillery. Units also typically contain values to designate that unit's offensive, defensive, and movement capabilities. Sometimes, as in this example, the Attack and Defense values are always the same. The terrain of the hex a counter (unit) is in can have a bearing on increasing or decreasing these values.

The game, if historical, includes instructions for setting up the initial positions of each side's troops. Since the Battle of Gettysburg was a meeting engagement, due to the town's hub location with a radiating roadnet, the game Gettysburg has an order of appearance list for both sides.


Partial Union Order of Appearance at Gettysburg

Partial Confederate Order of Appearance at Gettysburg

Then, following set-up and restrained by the terrain in each hex and the movement allowance on each unit, you can move your counters (units). Unlike a game of chess, in which a player can only move one piece in his turn, in war games you can typically move all, some or none of your pieces as you see fit.
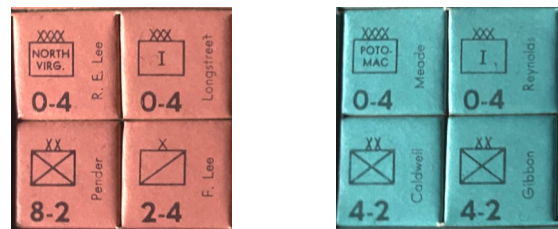
Confederate Counters   **Union Counters**

Battles in board war games are usually conducted in turns: you move your units and conduct any attacks, then your opponent does the same. This is different from most video games where both players are playing simultaneously in real time. Each boardgame turn takes up a specified amount of time. This can range from minutes to years. Typically, for a battle, turns represent an hour of elapsed time while in a campaign a turn can represent days, weeks, or months.

Civil War board games can range from simple to complex. A simple game can be played in 30-60 minutes, a moderately complex game can be played in 2-3 hours, and a complex game can take days or even weeks!

With this background on board wargames, you can see how a player can step into the shoes of a commander and see how a battle evolves over time. You don't even need an opponent to do this. You can also experiment with alternate reality. For example, what if Stonewall Jackson had not been mortally wounded at the Battle of Chancellorsville but instead had lived to fight some two months later at Gettysburg? This would have meant that Lee would not have had to reorganize his army into three wings instead of two. It also would have meant that commanders would not have been promoted into new and unfamiliar roles as was Ewell, for instance. With a board game, you can simulate this alternate history to see if it could have made a difference to the outcome. Finally, as already stated, a computer-based wargame tends to be similar to its board game counterpart.

Avalon Hill's Gettysburg

By Bob Graesser, Editor

Gettysburg is a board wargame produced by the seminal board game company Avalon Hill. It was originally published in 1958 with its map marked off in a square grid pattern. It is said to be the first board wargame based on a historical battle. The game was so popular it went through five printings.
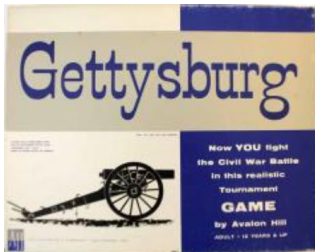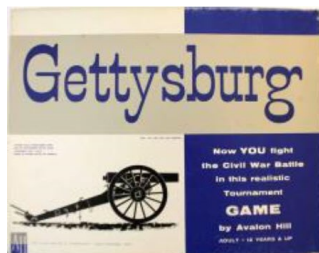

1958 square grid edition

In 1961, the game was re-released using a hex grid. This proved a popular mechanism for regulating troop movement. The hex grid has become the standard for wargame design ever since. In fact, I consider the 1961 hex grid version of **Gettysburg** to be the archetype of the majority of all board wargames that have followed since then. Despite that, Avalon Hill reverted to a square grid for the 1964 version of the game.
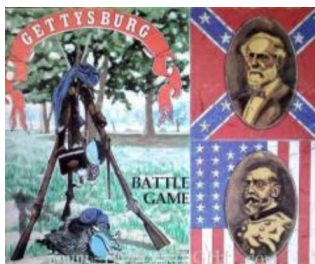

1961 hex grid edition   *1964 square grid edition*

The hex grid returned for the 1977 redesign of the game, which also introduced multiple counters for each unit and expanded rules of unit formation.
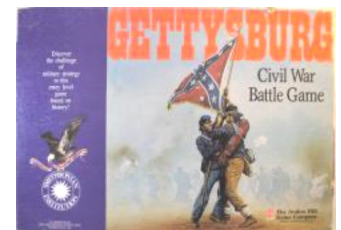

1977 hex grid edition

Although Avalon Hill retained the hex grid for the 1988 redesign, the multiple counters per unit and overly complex unit formation rules were discarded. Thus, this last iteration of **Gettysburg**, published in two separate versions, bore a stronger resemblance to the 1961 version, while adding full color illustration to the board, a feature which the 1977 board lacked.
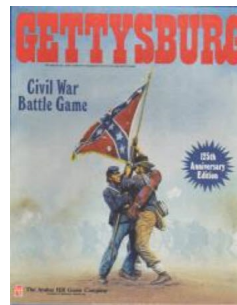
1988 125th anniversary edition   *1988 Smithsonian edition*

Overall, the newer the version, the greater the complexity.

Avalon Hill also published a campaign version of **Gettysburg** in 1993. Called **Roads to Gettysburg**, it concentrates on the entire three-week campaign that led to the great struggle at Gettysburg. The Union player's objective is to defeat the Rebel army and push it back to Virginia. The goal of the Confederate player is to maintain control over the rich agricultural regions of Pennsylvania.
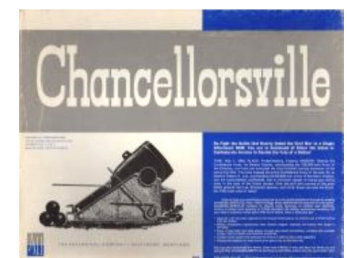

1993 Roads to Gettysburg

A sister game from Avalon Hill, **Chancellorsville**, used the same game mechanics as that used in **Gettysburg**. A first edition was published in 1961 with a second edition following in 1974.

1961 first edition   *1974 second edition*

Those works published in the United States before 1978, as described above, are in the public domain. Although there was a copyright notice, the copyright was not renewed.

Gettysburg is my favorite Civil War battle -- I've walked its hallowed grounds eight times. Avalon Hill's 1961 hex-based version of Gettysburg is also the first board wargame I ever played, thus holding a special place in my heart and helping to explain why I own over two dozen versions of this game.

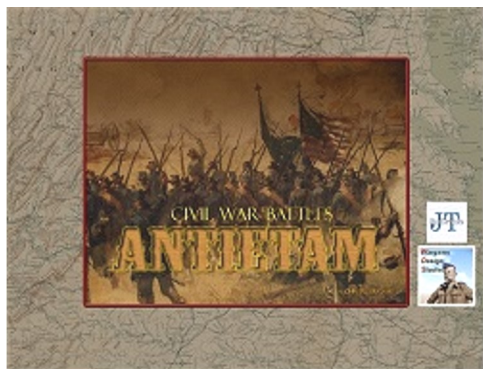# John Tiller Software's Wargame Series *Civil War Battles*

By Bob Graesser, Editor

This is a companion piece to the article on Civil War board games found on pages 2-3. That article was based on an email suggestion from our RCWRT President, Dr. Ted Kunstling. Coincidentally, the very next day I received an email message from **John Tiller Software** (JTS). I went to their website to see what Civil War offerings they had (http://www.johntillersoftware.com/CivilWarBattles.html).

John Tiller Software's wargame series *Civil War Battles* contains a cornucopia of campaigns, 14 in all! All of the campaigns share the same rules, terrain graphics, user interface, etc. Each campaign shares the same game scale with each hex representing a width of 125 yards and each turn representing 20 minutes of combat. Units are normally at the regiment and battery level.
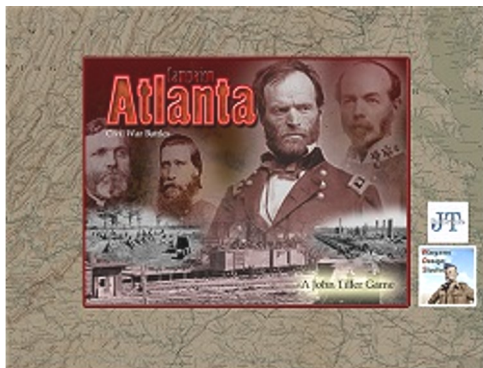
Each *Civil War Battles* campaign in the following alphabetically-sorted list is linked directly to a description. Each software Ca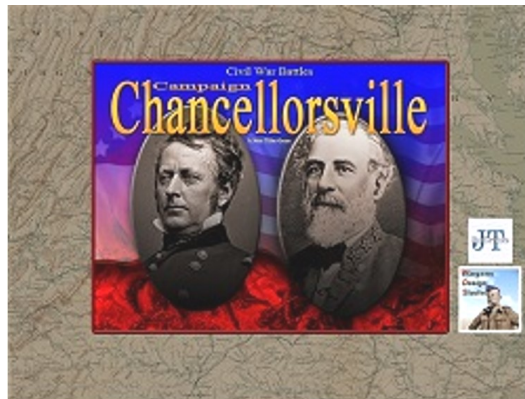mpaign is downloadable and sold separately for $39.95 at https://john-tiller-software.myshopify.com/collections/civil-war-battles.
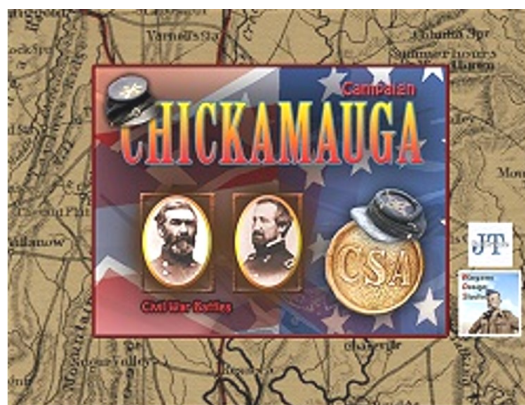
Campaign Antietam

http://www.johntillersoftware.com/CivilWarBattles/CampaignAntietam.html

Campaign Atlanta

http://www.johntillersoftware.com/CivilWarBattles/CampaignAtlanta.html

Campaign Chancellorsville

http://www.johntillersoftware.com/CivilWarBattles/CampaignChancellorsville.html

Campaign Chickamauga

http://www.johntillersoftware.com/CivilWarBattles/CampaignChickamauga.html

Campaign Corinth

http://www.johntillersoftware.com/CivilWarBattles/CampaignCorinth.html

Campaign Franklin

http://www.johntillersoftware.com/CivilWarBattles/
CampaignFranklin.html

Campaign Ozark

http://www.johntillersoftware.com/CivilWarBattles/
CampaignOzark.html

Campaign Gettysburg

http://www.johntillersoftware.com/CivilWarBattles/
CampaignGettysburg.html

Campaign Peninsula

http://www.johntillersoftware.com/CivilWarBattles/
CampaignPeninsula.html

Campaign Overland

http://www.johntillersoftware.com/CivilWarBattles/
CampaignOverland.html

Campaign Petersburg

http://www.johntillersoftware.com/CivilWarBattles/
CampaignPetersburg.html

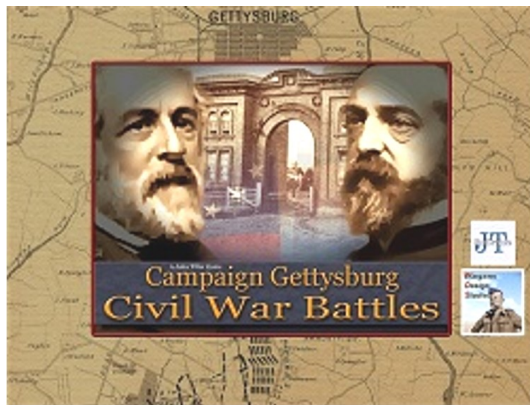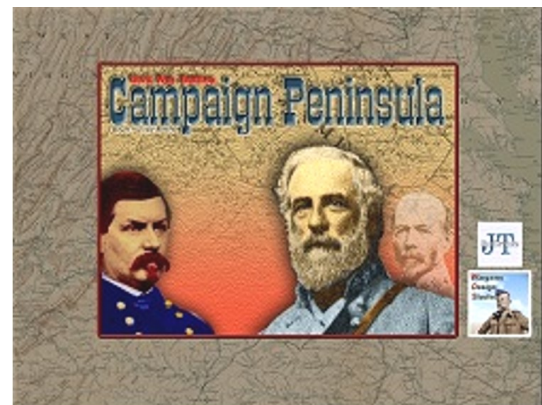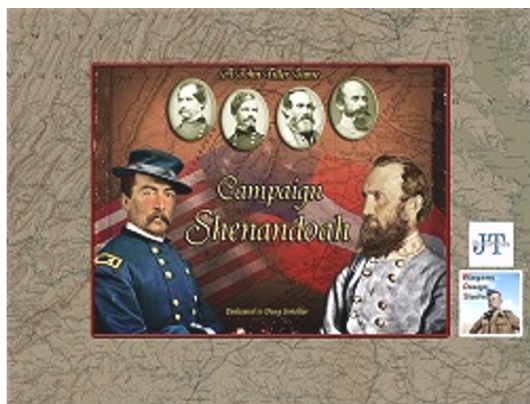# JTS *Civil War Battles* Series (cont.)

Campaign Shenandoah

http://www.johntillersoftware.com/CivilWarBattles/
CampaignShenandoah.html

Campaign Shiloh

http://www.johntillersoftware.com/CivilWarBattles/
CampaignShiloh.html

Campaign Vicksburg

http://www.johntillersoftware.com/CivilWarBattles/
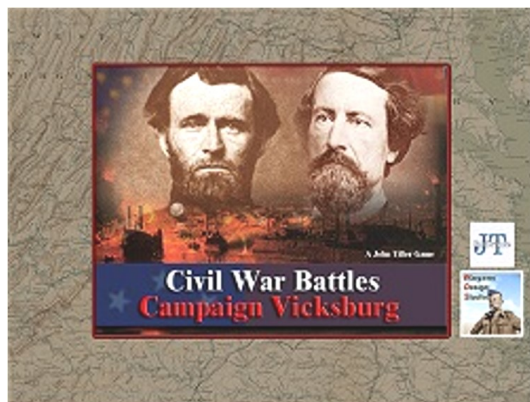CampaignVicksburg.html
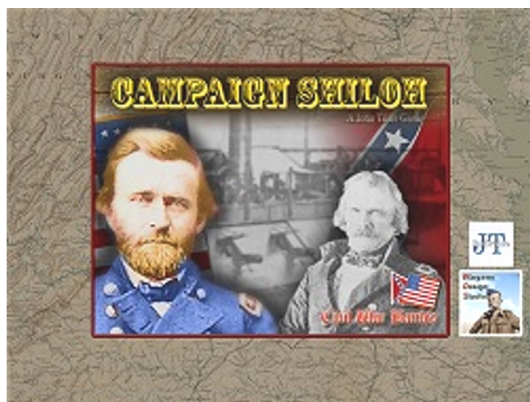
John Tiller Software's Campaign Gettysburg From the *Civil War Battles Series*

An Analysis By Bob Graesser, Editor

The previous article enumerated the fourteen separate campaigns in JTS's *Civil War Battles* series. For this article, I selected one of these games, **Campaign Gettysburg**. I then purchased, downloaded, installed, and examined this game. In a following article, I examine another contender, Hexwar.com's **Civil War: Gettysburg**. Then, in a sidebar, I compare the two.

The stated minimum hardware requirements for all JTS Civil War games are quite modest and are as follows:

- Windows Vista, 7, 8, or 10
- Processor: 1 GHz
- Disk Space: 1 GB
- Memory: 1 GB

The Purchase
I first navigated to John Tiller Software's **Civil War Battles** web page (https://john-tiller-software.myshopify.com/collections/civil-war-battles):
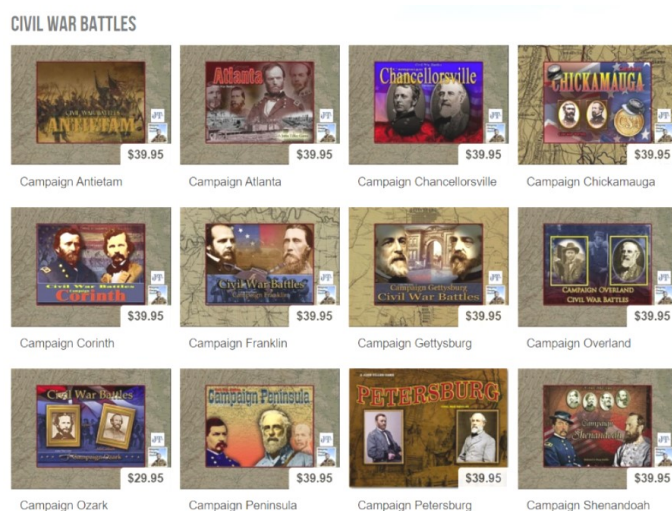
I clicked on the image for **Campaign Gettysburg.** This took me to the associated webpage, where I clicked on the **Add to Cart** button. This opened a pop-up window Item added to cart! View cart and check out ». Clicking the link took me to my shopping cart where I could proceed to checkout and download. The download creates a folder called *C:\John Tiller Software\Campaign Gettysburg*, into which the program's files are extracted.

A 3D version of the battle maps and an update to the software can be downloaded from the Updates web page (http://www.johntillersoftware.com/Updates.html). The zipped update file should be downloaded into your *C:\Downloads* folder, moved into the folder *C:\John Tiller Software\Campaign Gettysburg* and then unzipped, overwriting the out-of-date version.
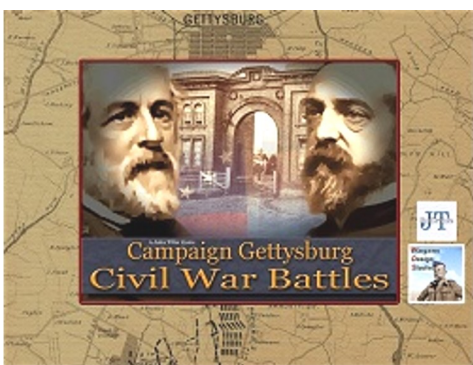
Campaign Gettysburg (cont.)

The zipped file of 3D maps is downloaded from the same web page into your *C:\Downloads* folder. From there, the files are unzipped into the *C:\John Tiller Software\Campaign Gettysburg\Maps* folder. (**Note:** if the unzip process creates a second Maps folder under the first one, you will need to manually move the files to the higher level Maps folder.)

Finally, a shortcut icon was installed on my Desktop.

I clicked the shortcut and **Campaign Gettysburg** loaded momentarily to the splash screen:

Then the game opened to the dashboard and a File Selection Dialog box appeared. Each file in the list represents a Gettysburg campaign engagement of some type that can be called up and played. A detailed description accompanies each of these engagements . The example below is for The Battle of Brandy Station.
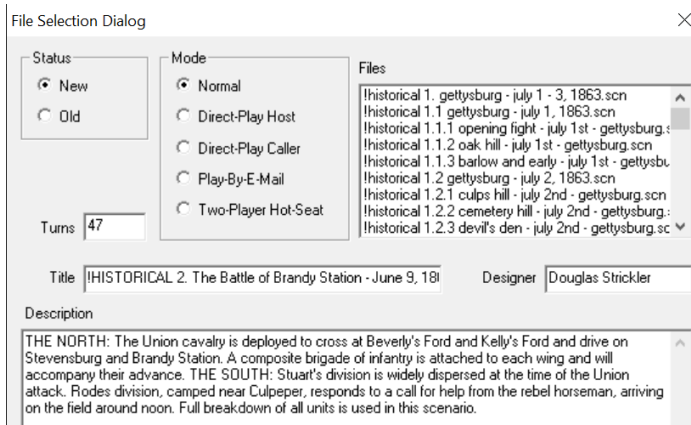
There are a total of 314 files representing 314 unique scenarios! This wargame covers the entire Gettysburg Campaign, as advertised. Starting with Brandy Station on June 9, followed by Second Winchester on June 13-14, and Aldie on June 17, then proceeding to the 3 days at Gettysburg and subsequent operations, the first 20 scenarios are historical. The other 294 scenarios are all "what ifs" and probably cover most, if not all, of the theor-

ies and suppositions bandied about over the last 150 years from ex-Civil War soldiers, West Point classes, and current armchair generals!

Features

- Turn-based game engine with 20 minute turns and 125 yard hexes.
- Graphics include both top-down 2D graphics as well as isometric 3D graphics.
- Individual battles as well as campaign games which allow the player to fight a series of battles while making decisions on the course of the campaign.
- A Scenario Editor that allows the players to build their own scenarios.
- A Campaign Editor that allows the players to build their own campaigns.
- The game engine supports single player against the computer as well as two-player Play By E-Mail for both individual scenarios as well as the campaign game.

Play

After selecting the scenario, the following window appears:
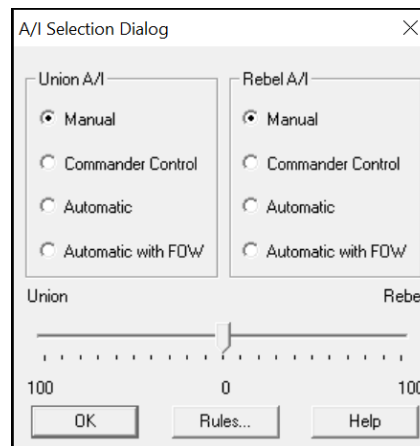
Notice the many options for play: human vs. human, human vs. AI, and AI vs. AI. The slider allows one to handicap the abilities in favor of one side or the other. The zero setting gives no advantage to either side. If AI is selected, it can be either god mode (sees everything at any distance) or FOW (fog of war, where line-of-sight is in play as well as other components such as lost, misunderstood, or refused orders, etc.

Civil War: Gettysburg (Hexwar) or Campaign Gettysburg (JTS)

Both Hexwar.com and JohnTillerSoftwar.com carry a wide range of wargames devoted to the Civil War, in formats for PC, iPads, iPhones, and Android devices. There are many other software vendors as well.

Of the two Gettysburg software games discussed in these pages, Hexwar's is simpler, cheaper, has fewer scenarios, and does not support AI vs. AI. JTS's is more complex, 4X more expensive, has all the scenarios you'd ever want to examine, and allows AI vs AI. Both have good documentation and graphical displays. The choice is yours!

Hexwar Games —
Civil War: Gettysburg

By Bob Graesser, Editor

Hexwar.net was a subscription-based website based in Scotland. It supported online turn-based play of wargames that it licensed from the highly respected, still-existing California-based wargame company Decision Games. Decision Games, itself, had bought out the classic wargame library developed by bankrupt wargame pioneer SPI (Simulation Publications Inc.), an innovative and highly respected maker of board wargames. The Hexwar software was compatible with Windows and Mac and faithfully captured the flavor, appearance, and rules of the board games they emulated. The website no longer exists as of early 2018.

After closing their website, Hexwar.net morphed into Hexwar.com, devoting 100% of its time to developing wargame software for PC, iPad, iPhone, Android, and Mac. Hexwar.com's Civil War series of video games, **Great Battles of the American Civil War**, is based on SPI's 'Great Battles of the American Civil War' series of board games, which started with the classic Gettysburg wargame 'Terrible Swift Sword'. Released on Oct 24, 2019, Hexwar's software version **Civil War: Gettysburg** allows you to play a number of different scenarios:

- Gettysburg (Battle Edition: Covers all three days. No secondary or changeable objectives.)
- Gettysburg (Standard Edition: Covers all three days. Secondary, changeable objectives.)
- Gettysburg (Master Edition: Covers all three days. Recommended for more experienced players.)
- Gettysburg - Twilight (Covers days 2 and 3.)
- Gettysburg - Day One
- Gettysburg - Day Two
- Gettysburg - Day Three

Five sub-battle scenarios are also offered:

- Thoroughfare Gap
- Furr Farm
- Goose Creek
- Ewell's Chapel
- Marsh Creek
- Little Round Top

Each scenario in this game is a grand tactical, regimental-level simulation, enabling players to test their generalship under the same challenges faced by the Union and Confederate commanders. One can play as either side. The AI plays the other side. The AI can not play both sides in the same game.

Key Features:

- Historically accurate game play
- Accurate Civil War Units:
  ◊ 8 different types of artillery
  ◊ 5 different types of cavalry (mounted & dismounted)
  ◊ 3 different types of infantry
- Four categories of unit quality
- Four categories of generals
- Different types of formations
- Detailed combat analysis
- In-depth reference charts
- Advanced tactical features including:
  ◊ Day and Night
  ◊ Map zoom
  ◊ Strategic movement
  ◊ Flank attacks
  ◊ Ammo
- Hours of Gameplay

Purchasing

Hexwar Games' **Civil War: Gettysburg** can be purchased from their website at https://www.hexwar.com/downloads/civil-war-gettysburg/.

- Buy from Mac App Store - $9.99
- Buy for iPhone / iPad - $4.99
- Buy for PC / Mac on Steam - $9.99

Starting the game takes you to the main menu:
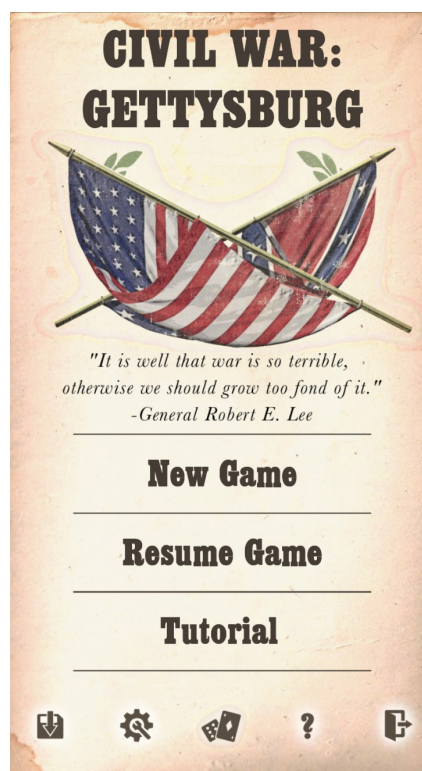
HexWar Games —
Civil War: Gettysburg (cont.)

Before attempting to jump into play, it would be useful to go through the Tutorial. Upon clicking on the **Tutorial** button, one is shown illustrated examples on performing six actions:

- Move Out
- Cavalry Charge
- Flanks and Ranks
- Fire!
- Formations
- Ammunition

At the bottom of the Main Menu is a row of five icons:

Clicking on the question mark icon (circled in red) brings up the **Help Menu**. It has the following four topics:

- How to Play
- Game Charts
- About Civil War: Gettysburg
- Updates

How to Play

Clicking on **How to Play** brings up a list of sixteen topics:

- How to Move
- How to Charge
- How to Shoot
- Terrain
- Visibility
- Highlighting
- Cavalry Formations
- Infantry Formations
- Disruption
- Ammunition
- Troop Quality
- Artillery
- Artillery Merged
- Generals
- Day Cycle
- Victory

Each topic consists of a concise explanation and enlists the aid of illustrations to make the point.

Game Charts

Clicking on the **Game Charts** menu brings up a list of six topics:

- Terrain Effects
- Melee Combat
- Melee Modifiers
- Ranged Weapons
- Shooting Modifiers
- Morale

The charts are used to determine a unit's ability to move, attack, and defend by modifying default values up or down depending on the given situation.

About Civil War: Gettysburg

Clicking on the **Civil War: Gettysburg** menu brings up the following metadata topics:

- Game Summary
- Credits - Design Team
- Credits - Scenarios
- Credits - Music

The Game Summary provides a brief overview of the game while credits are assigned to the Design Team, the Scenario Developers, and the Musicians.

Updates

Clicking on the **Updates** menu produces a list of the bug fixes occurring under each succeeding version of the game.

Charles Roberts and Avalon Hill

Charles S. Roberts is renowned as "The Father of Board Wargaming", having created the first modern wargame (an abstract boardgame) in 1952 and the first wargaming company in 1954. In 1958, he changed the name of his company to Avalon Hill, named for the neighborhood outside of Baltimore, MD in which he grew up. That same year, he published the first commercial historical wargame, Gettysburg. The Charles S. Roberts Awards (or CSR Awards) was an annual award from 1975-2012 for excellence in the historical wargaming hobby.

Roberts was proud to have come from a long line of railroaders. One of his great-great uncles was Thomas Swann, president of the B&O Railroad from 1848 to 1853. His father and grandfather had long careers with the B&O. Roberts co-founded the firm of Barnard, Roberts, and Co. which published numerous books about railroad history, many written by Roberts himself. Earlier volumes focused on the B&O, and later books documented the Pennsylvania Railroad.

Avalon Hill (AH) pioneered many of the concepts used in wargaming today. These included the use of a hexagonal grid superimposed on a terrain map on a flat folding board, zones of control, stacking of multiple units at a location, an odds-based combat results table, terrain effects on movement, troop strength, morale, and board games based on historical events. AH also set up a system for people to play games by mail. Avalon Hill is currently a subsidiary of the game company Wizards of the Coast, which, itself, is a subsidiary of Hasbro.

News of the RCWRT

Upcoming 2020 RCWRT Meetings

(Note: The holding of monthly RCWRT meetings beyond May 2020 is subject to the state of the coronavirus pandemic at that time.)

Date	Speaker	Topic
April 13, 2020	Douglas Waller	Lincoln's Spies **(CANCELLED)**
May 11, 2020	Freddie Kiger	Antietam/Sharpsburg **(CANCELLED)**
June 8, 2020	Hampton Newsome	The Fight for the Old North State: The Civil War in NC, January-May 1864
July 13, 2020	Chris Grimes	Civil War Medicine
Aug. 10, 2020	TBD	TBD
Sept, 14, 2020	Sandy Barnard	An Aide to Custer: The Civil War Letters of Lt. Edward G. Granger

Did You Know?

The deadliest pandemic in modern history occurred just as WWI was ending and came to be known as the Spanish flu, with Spain mistakenly assumed to be ground zero. This mistake occurred because the flu illnesses and deaths were highly publicized in Spain, which was neutral during WWI and had nothing to hide. However, other countries which participated in WWI censored their numbers to avoid affecting morale. This caused Spain to be saddled with an unfair reputation.

AMERICAN BATTLEFIELD TRUST ★★★

The American Battlefield Trust doesn't just acquire historic land. It also seeks to restore these battlefields to their wartime condition. Civil War battlefields at three locations are in need of your support toward restoration. The goal is to raise $153,000. The battlefields include Cedar Creek, South Mountain, and First Deep Bottom, just outside Richmond. For more information, go to https://www.battlefields.org/give/save-battlefields/help-restore-battlefields.

The Raleigh Civil War Round Table was formed on March 12, 2001 and is a 501(c)(3) "tax exempt organization."

We meet on the second Monday of most months at 6:30 pm, at the N.C. Museum of History (located at 5 Edenton Street, across from the State Capitol). The programs begin at 7:00 p.m. Check the RCWRT website (http://www.raleighcwrt.org) for program dates and timing.

Annual membership dues are $30 (individual and family) and $10 for teachers. Student membership is free. Half-year memberships are available March through May for $20. Dues should be submitted to Griff Bartlett, Treasurer, 908 Kinsdale Drive, Raleigh, NC 27615-1117 by **September 15** each year.

RCWRT Board of Directors (2018-2020)

Name	Position	Phone #	Email Address
Ted Kunstling	President	919-787-5282	trkunstling@aol.com
Josie Walker	Vice President	919-977-5208	jaas78@live.com
Griff Bartlett	Sec.-Treas.	919-848-6562	griffb@yahoo.com
Jack Milani	Trip Coord.	919-848-3670	1huntmstr@gmail.com
Pattie Smith	Prog. Chair	252-450-5040	rvpls00@yahoo.com
Bob Graesser	Knapsack Ed./Webmaster	919-244-9041	bob.graesser@gmail.com
John Wood	Member	919-802-7996	john3wood@gmail.com
Beverly Thomas	Member	919-859-4474	bhthomas@nc.rr.com

Paying Memberships / Total Members: 140 / 222

New members: None

Donated Civil War-Related Books On Sale

A collection of 456 Civil War-related books from the library of our late member Jim Brenner was generously donated in 2019 to the Raleigh CWRT and is up for sale. The proceeds wil be used to seed a new pool for funding future educational and preservation activities related to NC and the Civil War.

Dr. Ted Kunstling is currently curating the collection. Each book can be found listed on the Raleigh CWRT's website under the front page link **Civil War Book Collection Sale** (http://raleighcwrt.squarespace.com/civil-war-book-collection-sale/).

Prices are $5 per hardcover book and $2 per paperback book. Buy three books and get a fourth free regardless of type. Contact Ted at trkunstling@aol.com or (919) 787-5282 to place your order.

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