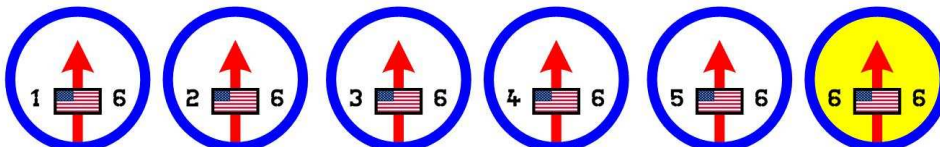
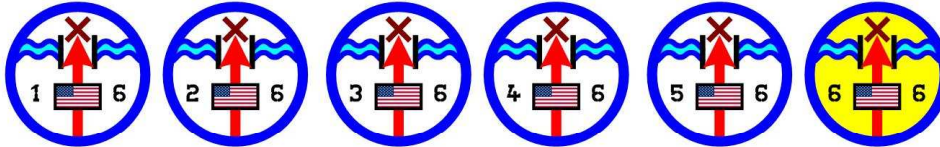


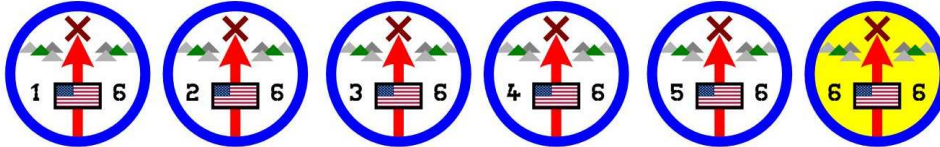
Union
Major Road
(Attack = Yes)



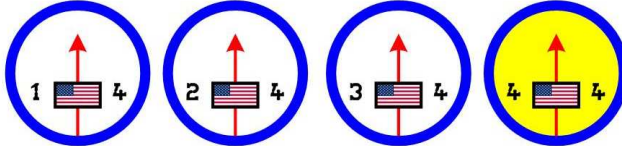
Union
Major Road
Ford / Bridge
(Attack = No)



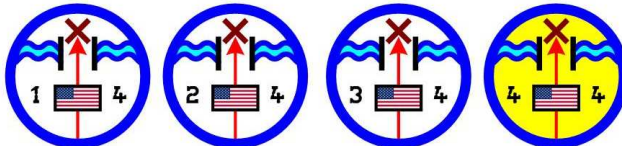
Union
Major Road
Gap
(Attack = No)



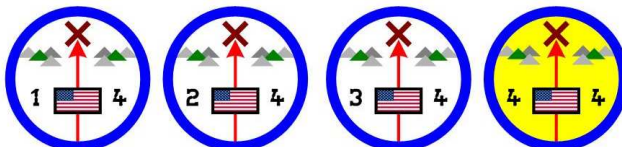
Union
Minor Road
(Attack = Yes)



Union
Minor Road
Ford / Bridge
(Attack = No)



Union
Minor Road
Gap
(Attack = No)



Union
Major Road
Ford / Bridge
(Attack = Yes)



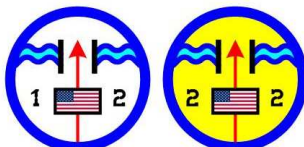
Union
Major Road
Gap
(Attack = Yes)



Union
Major Road
Ferry Crossing
(Attack = No)



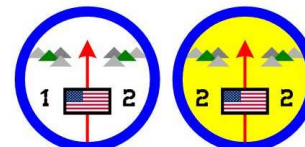
Union
Minor Road
Ford / Bridge
(Attack = Yes)



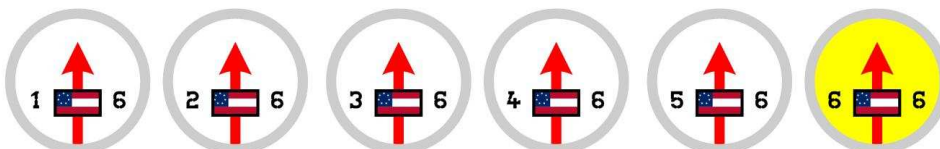
Union
Minor Road
Ferry Crossing
(Attack = No)



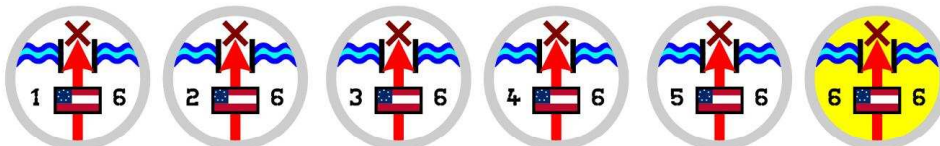
Union
Minor Road
Gap
(Attack = Yes)



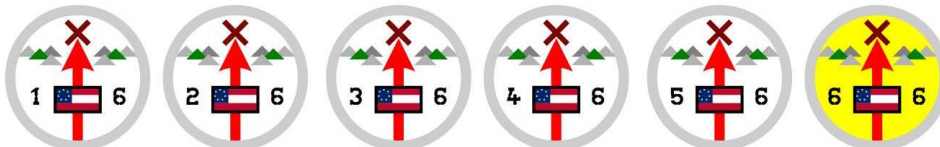
Confederate
Major Road
(Attack = Yes)



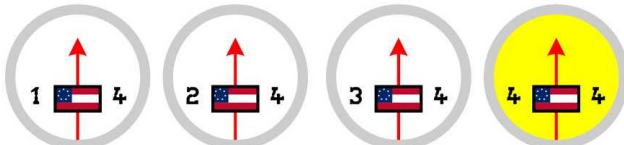
Confederate
Major Road
Ford / Bridge
(Attack = No)



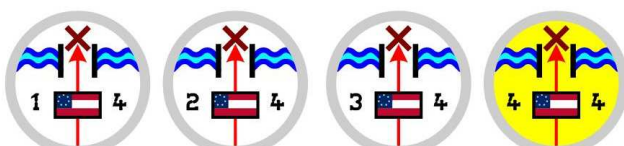
Confederate
Major Road
Gap
(Attack = No)



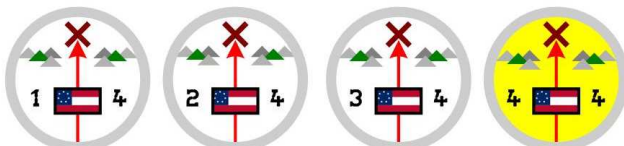
Confederate
Minor Road
(Attack = Yes)



Confederate
Minor Road
Ford / Bridge
(Attack = No)



Confederate
Minor Road
Gap
(Attack = No)



Confederate
Major Road
Ford / Bridge
(Attack = Yes)



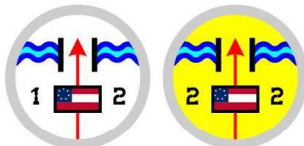
Confederate
Major Road
Gap
(Attack = Yes)



Confederate
Major Road
Ferry Crossing
(Attack = No)



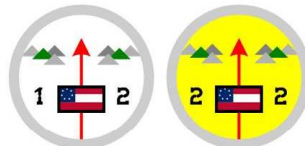
Confederate
Minor Road
Ford / Bridge
(Attack = Yes)



Confederate
Minor Road
Ferry Crossing
(Attack = No)



Confederate
Minor Road
Gap
(Attack = Yes)



Confederate
Railroad
(Attack = No)



Any / All blocks of 1 Division