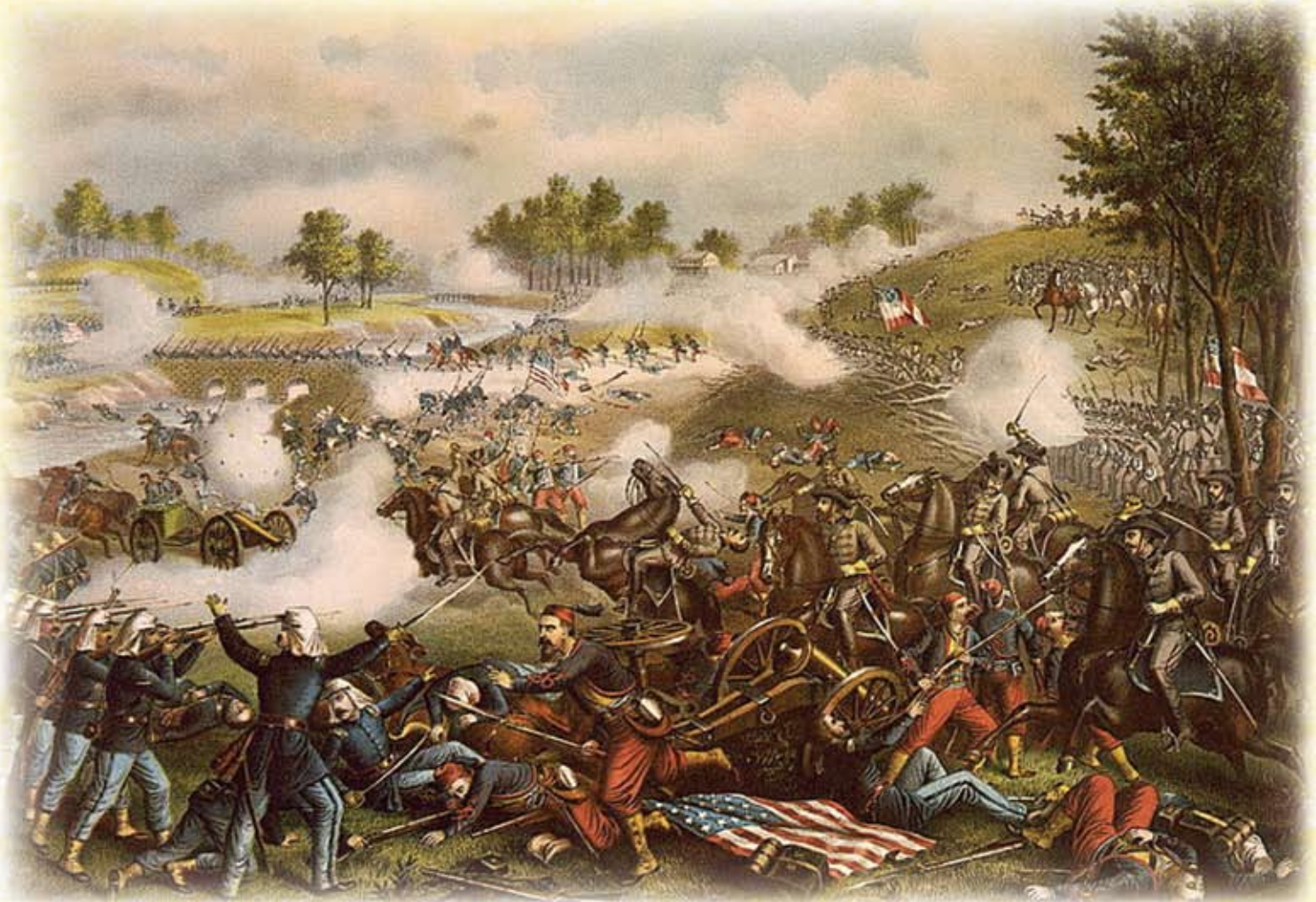


**Command Combat:
Civil War**

THE FIRST BATTLE OF BULL RUN / MANASSAS



COMMAND COMBAT: CIVIL WAR

THE BATTLE OF BULL RUN / MANASSAS

JULY 21, 1861

Game Design by

Jeff McArthur

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This scenario is from the Command Combat: Civil War series. To learn more about it, or to order the primary game book and accessories, go to:

www.commandcombat.com

History of the Battle

In July of 1861, President Abraham Lincoln determined that it was time to put an end to the rebellion. McDowell, the general in charge of Union forces in Washington, insisted that the men needed more time and more training. Lincoln did not have that luxury. Many of the volunteers had signed up for three month enlistments, which were running out soon, so he ordered him forward.

With that, McDowell marched his Army of Northeastern Virginia, 35,000 strong, southward toward a railroad hub called Manassas, where a line of 20,000 Confederates waited behind a deep, winding creek known as Bull Run, under the command of P.G.T. Beauregard. Outnumbered and outgunned, Beauregard was counting on General Joseph E. Johnston to get there by rail with his 12,000 men.

McDowell began the battle by feinting further to the south, then crossing the creek at the north. The plan worked, and he got across the creek safely, marching down to face the few Confederate brigades holding the bridges and fords. Beauregard raced north along the roads to stop them.

The pressure is on for both sides. The Confederates are fighting for their very existence, while McDowell is being watched by statesmen and other civilians who have traveled from Washington with picnic baskets to watch the battle.

“You are green, that is true,” Lincoln said, “but they are green as well. You are all green alike.”

- President Abraham Lincoln to General McDowell

Welcome to Command Combat: Civil War - The Battle of Bull Run / Manassas, the game where players take on the roles of generals and lead their armies against one another to fight out the mightiest battles of the Civil War.

Players first choose whether they will play as the United States, or the Confederate States. (There must be at least one player on each side.) Normally, there can be 2-6 players in this scenario, each player taking a general. However, if you have more players, some of them can take partial commands. Each player chooses which divisions they will command by choosing them out of the following pages, then runs them throughout the scenario.

Command Combat: Civil War is a brigade level game, meaning that the smallest unit to maneuver is a brigade. 3-7 stands make up a brigade, and they must be kept together in one of two formations, as explained later.

To mount your miniatures, use the base sizes listed below as a guide to mounting your units. The best size of miniatures for this are 15 mm. It is not critical that the units be exactly this size, so if you already have units based at a different height, it is okay. You will simply want units that are approximately this size and shape.

You will also want paper cut-outs that resemble dead soldiers to mark where the dead have fallen. You can make some of your own, or you can find some pictured at the back of this book.

Finally, you will want a bunch of 10 sided dice, or a lot of markers numbered 0-9, and a bunch of markers that say "Ammo", "Low ammo", and markers that are red, markers that are white, and markers that are blue. You will also need index cards that have the generals' names on them, one card for each point of each general's initiative.

All units needed for this scenario are pictured in the back of this book for your reference. You can also copy the page and use the cut-outs until you have the proper sized miniatures.



Infantry
1" X 1"



Dismounted
cavalry
1" X 1"



Limbered artillery
1.5" X 1.5"



Corps general
2" X 2.5"



Supply wagon
2" X 2.5"



Division
generals
1" X 1"



Horse stand
1.5" X 1.5"



Artillery
1.5" X 1.5"



Cavalry
1" X 1.5"

UNION ORDER OF BATTLE

CORPS COMMAND

General Irvin McDowell
Initiative: 1
Leadership: 2
Damage: 30%
Special: "You are all green alike." Units add 1 to their charge distance. Units rout on a failure of 5 or more.

Supply wagon

FIRST DIVISION

General Daniel Tyler
Initiative: 1
Leadership: 2
Damage: 3
Special: Stop for souvenirs. When any infantry unit under Tyler touches an enemy dead marker, it subtracts 2 for each dead marker it moves over.

1st Brigade: E.D. Keys
5 Infantry stands - Green

2nd Brigade: R.C. Schenck
4 Infantry stands - Green

3rd Brigade: W.T. Sherman
6 Infantry stands - Standard
2 Artillery stands (rifled) - Standard
Special: Terrain savvy. This brigade loses only half the movement it would normally lose when slowed. For instance, if the brigade would lose 3" of movement due to terrain, it only loses 1 1/2".

SECOND DIVISION

General David Hunter
Initiative: 1
Leadership: 2
Damage: 4

1st Brigade: Porter
7 Infantry stands - Green
1 Artillery stand (rifled) - Standard

Cavalry
3 Cavalry stands - Green

2nd Brigade: A.E. Burnside
7 Infantry stands - Green

THIRD DIVISION

General S.P. Heintzelman
Initiative: 1
Leadership: 3
Damage: 4

1st Brigade: W.B. Franklin
4 Infantry stands - Green
2 Artillery stand (rifled) - Veteran

2nd Brigade: O.B. Wilcox
5 Infantry stands - Standard
1 Artillery stand (smoothbore) - Green
Special: Prone. This brigade may lie prone, giving them a -1 to shoot, but gives all enemies shooting at them a -1 on the firepower die to hit.

3rd Brigade: O.O. Howard
5 Infantry stands - Green

CONFEDERATE ORDER OF BATTLE

FIRST DIVISION

General PGT Beauregard

Initiative: 2

Leadership: 3

Damage: 8

Special: Master of artillery. All artillery can support any brigade without being attached to them.

1st Brigade: Bonham

5 Infantry stands - Green

Special: Blue coats. Once during the battle, this unit can elect to not be fired upon for a single turn. The unit must not have fired during the fire phase to do this. If this is done, remove the firepower die from in front of this unit.

2nd Brigade: Ewell

3 Infantry stands - Standard

3rd Brigade: D.R. Jones

4 Infantry stands - Green

4th Brigade: James Longstreet

4 Infantry stands - Standard

Special: (Blue order) Cautious. Moves -1 inch. Reduce the firepower by 1 before taking damage.

5th Brigade: P. St. George Cocke

6 Infantry stands - Green

6th Brigade: J.A. Early

4 Infantry stands - Standard

Reserve Brigade: Evans

3 Infantry stands - Standard

Reserve Artillery:

2 Artillery stands (smoothbore) - Green

2 Artillery stands (rifled) - Green

Special: Place together, or spread out among infantry brigades.

SECOND DIVISION

General Joseph E. Johnston

Initiative: 1

Leadership: 5

Damage: 5

Special: Red order - Rebel yell. Any unit charged by a brigade using the rebel yell has 1 added to their morale marker.

1st Brigade: T.J. Jackson

4 Infantry stands - Standard

1 Artillery stand (smoothbore) - Green

Special: Blue order - Stone wall. Reduce the morale marker by half (rounded down) every turn after all other morale alterations have been made, and before rolling for the brigade's morale.

2nd Brigade: F.S. Bartow

5 Infantry stands - Green

1 Artillery stand (smoothbore) - Green

3rd Brigade: B.E. Bee

5 Infantry stands - Green

1 Artillery stand (smoothbore) - Green

4th Brigade: A. Elzey

4 Infantry stands - Green

1 Artillery stand (smoothboare) - Green

5th Brigade: Kirby Smith

3 Infantry stands - Standard

6th Brigade: Joseph Kershaw

4 Infantry stands - Green

Cavalry: JEB Stuart

4 Cavalry stands - Standard

Special: "Lay down yer weapons." During the command phase, Stuart may force 1 enemy stand to surrender if Stuart did not fire, and no enemy commander is within 2" of the unit. Roll the die. On a 1-4, the enemy loses 1 half stand, but does not leave a death marker behind.

Supply wagon

SET-UP

Use the map on the following page to set up the table using your terrain. Place the listed brigades where they are pictured. They are all in line formation, (see below.)

On turn 2, Union units of the first division may make a full movement from the entrance of the road in march column formation. Any units that do not fit, or that the player does not wish to have enter, will be left off board until they can enter. If at any time an enemy unit is within 2" of this point, no units may enter.

Each turn, a new division enters along the road it is listed. All units enter in march column formation. Again, any unit that does not fit on the turn it is supposed to enter may enter on a subsequent turn.

Infantry and cavalry units are always in one of these formations:

Line:
No change to movement or firing.



March column:
+1" movement. Unit fires a maximum of 1 firepower.



Disorder:
-1 to everything, including shooting, morale, movement, etc.



Artillery units are never in a formation. Each individual artillery stand is in one of these formations:

Limbered:
Moves 5". Cannot fire.



Unlimbered:
Moves 2". May fire.



Generals and supply wagons have no formation, nor facing. They move freely, and are considered facing in every direction. Orders that come from generals are unaffected by terrain except when it is impassible. Ammo that comes from supply wagons are effected by terrain. 4 Ammo markers are placed on the Confederate supply wagon, and 6 ammo markers are placed on the Union supply wagon.



Civilians:

Dozens of civilians came out with picnic paskets to watch the battle. Place two civilian markers where shown to signify this.









Jefferson Davis:

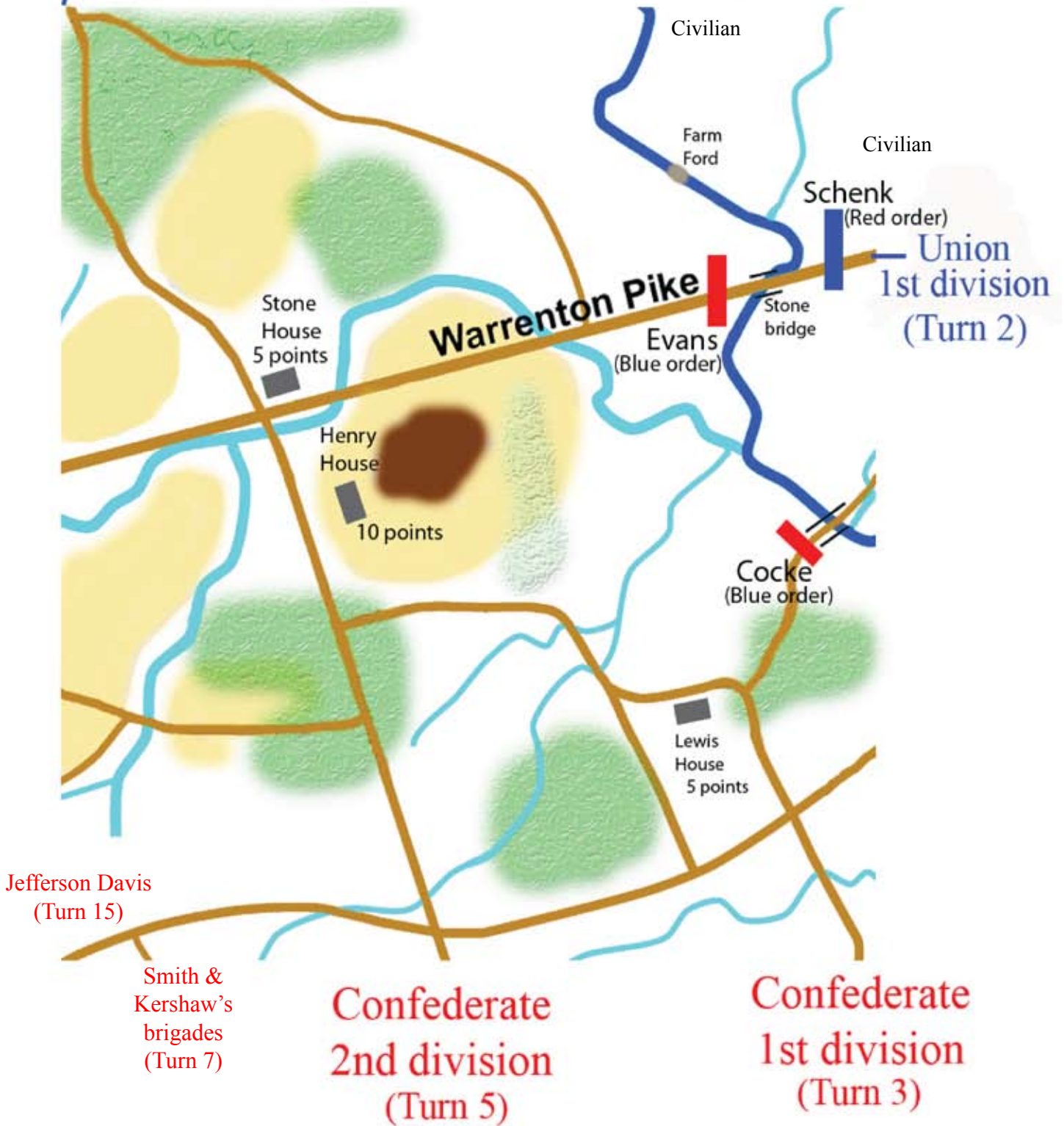
Jefferson Davis actually showed up to this battle just as it was ending. In this game, he arrives on turn 15 as a corps commander for the Confederate side. The division commanders can still change their orders at will. His initiative is 1, and his leadership is 4.

Union

2nd division (Turn 4)

3rd division (Turn 6)

-  = Creek. -1 to movement.
-  = River. Impassable except at bridges & fords.
-  = Road. +1 to movement.
-  = Building. Worth points.
-  = Hill. -1 to movement going uphill.
-  = 2nd level hill. -1 to movement going uphill.
-  = Woods. Half movement. -1 firing into. 2" visual in woods.
-  = Bridge. Brigades can move over in march column.



COMMANDS

Every division general has one of three color coded commands. Each one represents a stance that everyone in his division is in. Place a marker of the appropriate color next to the division general to show that everyone under his command is under that color coded order. Each color has its own rules associated with it. They are:



Red (Attack):

Brigades may charge.

Brigades may counter charge when charged.

Artillery may support the charge of a brigade it is attached to.



White (Maneuver):

Units may move at +1 speed.

Units must move away from the enemy when it comes within 4".

Units may do forced marches.



Blue (Defend):

Brigades may ignore the first inch of pulling back when forced to do so.

Artillery may conduct defensive fire with a brigade it is attached to.

Brigades that are charged get +1 to their defensive fire.

Units may not move closer than 4" toward enemy units, but may remain if the enemy moves closer than 4" toward it.

A division general remains under the color coded order until changed by a corps commander, or he changes it himself. In the Bull Run scenario, Confederate division generals can change their orders at will, even after Jefferson Davis comes onto the table. On the Union side, the orders must be sent by the corps commander, (McDowell.) They travel 15" per turn, so they may immediately change if the division general is within 15". The movement of orders are unaffected by terrain.

All units within 15" of their division general are under his color coded order, and are subject to those rules. Any unit that moves more than 15" away from its division general receives a marker with the same color of its last order. It keeps this marker and is subject to those rules until it returns to within 15" of its division general, at which time its marker is removed and it comes under the order of the division general.

ORDER OF PLAY

After setting up the battlefield, the game begins with the first turn. Each turn is handled in the following order:

Draw a card
Movement / Charges
Determine targets
Firing
Morale
Command Phase



P.G.T. Beauregard
(1861)
Initiative: 2
Leadership: 3
Morale check: 7

DRAW A CARD

The general cards are shuffled, and the top one is drawn. If the general who was drawn has a second card, (due to a higher initiative,) the player controlling him may hold his turn until that general's card comes up again. If the general has no more cards in the stack, or if the player wishes to activate him, he does so now. When a general is activated, all units under his command are also activated.

MOVEMENT

All units under the drawn general may move.
Their speeds are as follows:

Infantry: 6"
Cavalry: 12"
Limbered artillery: 5"
Unlimbered artillery: 2"
Generals: 15"
Supply wagons: 5"
Orders: 15" (Unaffected by terrain.)
Ammo: 10"

Units' movements are altered as follows:

Uphill: -1"
Across a creek or ford: -1"
Through woods: 1/2 speed
On road: +1"
In march column: +1"
Under a white order: +1"
Is disordered: -1"

Increases and decreases are cumulative. A unit can always move at least 1".

Units in disorder may sacrifice half their movement to attempt to get into order. They roll against their morale marker. If they exceed the number, they are placed in order. If they do not exceed it, they may sacrifice the rest of their movement to try again, or move at half speed -1 because they are still in disorder.

CHARGES

Charges are handled during movement. They have a turn order all their own. All units who take part in a charge, either offensively or defensively, cannot perform any further actions during the turn.

Charge Phase:

Select target
Charging unit rolls morale
Support fire
Withdrawal
Roll for extra movement
Defensive fire
Counter-charge
Offensive morale
Defensive morale
Melee

Select Target: The charging player chooses the charging unit and the unit it is charging. The charging unit's flag stand must be able to see the unit it is charging, but he may make a full movement to put it in sight of the target. However, once the flag stand can see the target, it must charge directly toward it.

A general may attach himself to a charge if he is within 1" of the charging unit.

Only infantry and cavalry units not in disorder may charge. Artillery and supply wagons cannot charge.

Charging unit rolls morale: If the charging unit has a morale die on it, he must roll it now. If he fails, the charge does not begin.

Support fire: The charging unit may fire from the position it starts the charge with a firepower of 1. Any unit of the same division that is under a red order may also fire at the target. Units of other divisions may also fire if their general or a higher ranking general is within 1" of them and uses a leadership point. After the player has determined who all will take part in the support fire, resolve the fire. After resolving the fire, if there is any general within 1" of the target, roll to see if he has been hit. On a roll of 0, he is hit and must roll on the Hitting Generals chart.

Withdrawal: If the unit being charged is cavalry, it may make a full move directly away from the charging unit. If the target is dismounted cavalry, it may mount if its cavalry stand is within 1", and may make a half move directly away. If the charging unit still catches this stand, it is considered hitting in it in the rear.

Roll for extra movement: The charging unit rolls and divides by 2 if it is infantry, or takes the whole number if it is cavalry. Measure that many inches beyond the charging unit's normal movement toward the target. If it does not reach the target, place the charging unit at its ending point at this point in disorder. If it reaches the target or goes beyond, move the charging unit its normal movement without the bonus distance, still in order. If this takes the unit to the target or beyond it, place the charging unit 2" away from the target.

Defensive fire: The target unit may fire back with any part of its brigade. If the target's division is in a blue order, any unit within that blue order may fire in defensive fire. Also, any stand of any other division may fire if a general is within 1" and uses 1 point of leadership. If any general is within 1" of the charging unit, roll again. On a 0, roll on the Generals Hit chart.

Counter-charge: If the target unit is in a red order, and is infantry or cavalry, it may counter-charge. If the target is artillery and has infantry or cavalry within 1", a single brigade may counter-charge. The target unit now moves forward a full movement, or to 1" from the target, whichever is closer. If it will not come into contact, it rolls the same way the charging unit did, and marks its full distance.

Offensive Morale: The charging unit rolls against its morale. The die may be altered by an attached general as normal. If it fails, the charge ends with the charging unit stopping where it is in disorder. If the target unit did not counter-charge, it will still be able to fire in the fire phase. If it did counter-charge, the charge continues, but with the counter-charging unit immediately becoming the charging unit and the charging unit becoming the target.

Defensive Morale: The target unit rolls its morale. If it fails, it pulls back the required number of inches. The morale die may be changed by a general within 1" as normal.

Melee: The charging unit continues forward. If it reaches its full distance before reaching the target, it stops in disorder. If it reaches the target, melee begins. If the target is artillery and no infantry or cavalry is within 1", the artillery is automatically destroyed. If infantry or cavalry is within 1", it takes the artillery's place and continues with melee.

Both units attack each other as if firing at close range without terrain effects or movement, adding the following:

- +1 - General is attached.
- +1 - Infantry charging infantry (1st round only)
- +1 - Cavalry charging cavalry (1st round only)
- +2 - Cavalry charging infantry (1st round only)
- +1 - Defending a hill if within 1" of edge
- +2 - Enemy is in march column
- +2 - Hitting enemy in flank
- +3 - Hitting enemy in rear

During the first round, only stands touching enemy stands count as attacking. If melee continues a second round, all stands will count in the melee. So a unit in march column that is hit in the front will only fight back with the front rank in the first round of melee, but will fight with all in the second round.

After each round of melee, check to see if any general within 1" is hit. He is hit on a 9 or 0. If he is not hit, the general may reduce the morale die by his leadership -1.

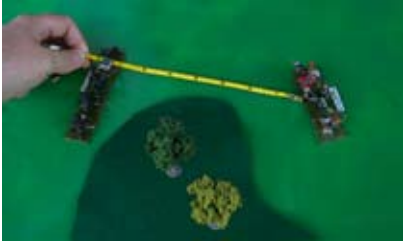
After melee is resolved, both sides roll morale. If either side fails, they pull back the required number of inches, both sides are placed into disorder, and both lose half a stand. If both sides succeed, they stay in melee and lose half a stand. If both sides fail, the side that lost by more pulls back the required number of inches and both go into disorder and lose half a stand. If both sides fail morale and are tied, the charging unit pulls back the required number of inches and both lose a full stand. If one side loses all of its stands, the opposing side remains in place in disorder.

Either side may elect to leave melee only if a general is attached and still in action. They move back 1", take a half stand of damage, and end in disorder.

After melee, an infantry unit that charged remains in place, a cavalry unit that charged continues until it reaches its complete charge distance. This can only be stopped by a commander.

FIRING

Firing is simultaneous. Players choose who their units will fire at one at a time, measuring the distance from the flag stand or the cannon of the firing unit to the easiest part to hit of each target. From this, they determine the range based on the chart to the right.



Firing has to follow the following rules:

- * A unit cannot fire beyond its longest range.
- * A unit cannot fire through other units.
- * A unit cannot fire through blocking terrain.
- * A unit can only fire in a 45 degree arc.

Infantry and cavalry fire: Count the number of stands firing. This is the base number. The base number is altered by the modifier chart to get the firepower number. Place this firepower number in front of the target, as shown here:



When another unit fires at the same target, instead of placing another marker in front of it, merely raise the number on the firepower marker that is already there. The firepower can never go over 9, and is always raised at least 1 when a unit fires.

Artillery fire: Artillery is either rifled or smoothbore. Instead of counting the stands firing, each artillery stand fires with this base number:

<i>Rifled:</i>	<i>Smoothbore:</i>
Short - 1	Short - 3
Medium - 3	Medium - 2
Long - 2	Long - 1

The base number is then altered by all modifiers except range. Place a firepower marker in front of the target with the final number, or add to the firepower marker already in front of the target, always going up by at least 1, but never over 9.

Ranges

Infantry:

- Close: 0-3"
- Medium: 3-6"
- Long: 6-10"

Cavalry:

- Close: 0-3"
- Medium: 3-6"
- Long: 6-10"

Artillery:

- Close: 0-10"
- Medium: 10-25"
- Long: 25-45"

Modifiers

- 1 Green unit firing
- +1 Veteran unit firing
- +1 Firing at mounted cavalry
- 1 Firing up a hill
- 1 Firing while mounted
- 1 Firing at artillery
- 1 Firing at a unit behind light works
- 2 Firing at a unit behind medium works
- 3 Firing at a unit behind heavy works
- 1 Firing at a unit in standard terrain
- 2 Firing at a unit in heavy terrain
- 1 Firing while moving
- +1 Firing at close range
- 1 Firing at long range
- 1 Firing unit is low on ammo

Resolve Fire

Both players roll a die against each of the firepower markers in front of the enemy units. A roll equal to or less than the firepower die means there is a hit, and half the stand is destroyed. A roll of 4 or more below the firepower destroys an entire stand. A roll of 8 below is a stand and a half. The last stand of a brigade is considered half a stand. After a stand takes damage, place a dead marker below where it stood.

A roll of 0 means that one unit on the firing side is low on ammo. Place a low ammo marker next to the unit closest to the target who fired during the turn. They do not have to have fired at the target. The unit will fire at -1 until an ammo marker can get to it. Low ammo markers move 10", and are removed with the low ammo marker when they reach their target.

Hitting Generals

After all fire is resolved, all generals within 1" of a unit that was targeted must roll to be hit. On a roll of 0, they are hit, and must roll on the following chart:

- 1 - Bravely shrugs it off. Subtract 1 from morale.
- 2 - Mere flesh wound. Remains on the field.
- 3 - Dazed. Cannot do anything for 2 turns.
- 4 - Unconscious. Remove from the game.
- 5 - Panics. Orders his men to pull back 1d10 inches. If more than 6, all rout.
- 6 - Runs away. Runs 2d10 inches away. Brigades within 1" raise 1 extra on their morale die.
- 7 - Heroic death. Removed from the game, but all brigades within command distance that can see him lower their morale dice by 2.
- 8 - Terrible death. Removed from the game and all units within 2" raise their morale die by 2.
- 9 - KIA. The general is simply killed.
- 10 - Death seen by all. General removed from the game and everyone under his command that can see him adds 2 to their morale die.

When a division general is taken out of the game, the division remains under its current order for one turn, then, during the command phase of the following turn, the player chooses a brigade within the division to be the new division commander, and all orders are placed next to it. It has no leadership, and its initiative is down to 1.

When a corps general is taken out of the game, the player has to wait until the command phase of the following turn to replace him with one of his division commanders. That division commander is then replaced by a brigade as above.

MORALE

Switch to Morale Markers

The firepower dice are now placed behind the target units to become the morale dice. If a unit already has a morale marker, simply add the firepower number to the morale marker, never going over 9. These numbers are further effected by the following:

Morale Modifiers

Unit is green: +1

Unit is veteran: -1

Unit was fired on from flank: +1

Unit was fired on from rear: +2

Unit is in disorder: +1

Unit is behind a fence or wall: -1

Unit is in or behind military cover: -2

Unit has 2 friendly units within 1": -1

* Units that were not fired upon and are not in rout decrease their morale die to 1 automatically.

Generals Rally

Generals who are within 1" of units may lower the unit's morale die by the amount of the general's leadership. If the general has used leadership throughout the turn for other purposes, he only has the amount remaining that has been unused.

If a general is within 1" of more than one unit, he may spread out his leadership however he likes, but he only has a total of his leadership points to spread out among them.

Roll Morale

Players roll for each unit that has a morale die. If they roll equal to the number, the unit goes into disorder. If they roll below the morale number, the unit goes into disorder and pulls back a number of inches equal to the amount he failed the morale roll by. If the unit rolls 6 or more below the morale die number, the unit routs a number of inches equal to the amount he rolled below the morale number. After each roll, reduce the morale die by 1 if they are in disorder, 2 if they are in order, and 3 if they are more than 15" away from the enemy.

Artillery that fails its morale roll does not move back, but instead turns around. It cannot fire until it re-orders itself. If artillery routs, replace the piece with a marker indicating abandoned cannons which can be captured for points by the opponent.

Routs

Units that are routing move when they fail their morale, and move their full distance during the movement phase. They always move directly away from all visible enemies and ignore all terrain except impassable. If they are forced into impassable terrain, they lose 1/2 a stand for every inch they are forced into it. When they succeed at morale, they face the enemy in disorder.

COMMAND PHASE

Players may now change their orders, sending out new orders from their corps commanders, or having their division generals change them. In the Battle of Bull Run, the Confederate division generals may change their own orders at will, but the Union division generals have to roll to see if they are able to. For a division general to change his own order, he must roll equal to or less than his initiative. If he succeeds, he rolls again. On a 1-5 it is the order he wants. If it's a 6-0 it's the other order.

Corps generals send out the new order markers 15" toward the division general. These markers ignore terrain modifications except impassable terrain. They may modify their routs up to 10" in either direction in order to use roads or to avoid the enemy, but otherwise must go as quickly toward their targets as possible. If an order does not reach its target the first turn it is sent out, it stays where it is throughout the turn and moves 15" further during the next command phase. An order can be shot at and moved over. If it is touched in any way by an enemy, it is removed. If it is hit, it is removed. Command markers have no morale.

Any division general that loses a brigade either due to complete destruction or from being routed off the table must roll against his damage number. If he rolls above the damage number, his entire division switches to the blue defensive order, which cannot be switched until the following command phase. He must continue to roll against his damage number every turn during the command phase until he passes it. If both Confederate division generals fail this test in the same turn, they lose the game.

Players check to see if there is a winner, or if the game ends due to number of turns.

If there is no winner and the maximum turns have not been reached, the next turn begins with the draw card phase.

ENDING THE GAME

During the command phase, the game is checked for one of four conditions to end it:

One side has no more units on the table that are not in rout. That side has lost the game.

One side has captured all of the objectives. This means that this player has units within 10" of each objective, and the opponent has no units within 10" of any objectives. The game ends with the side that has the objectives as the winner.

One side has reached its maximum damage. This happens either when both Confederate generals fail their damage rolls, or when the Union player loses five brigades.

20 turns have been reached. Both sides add up the points below to see who has won.

5/10 points: Each objective for which the player has a unit within 10" but the enemy has no unit within 10".

5 points: For capturing the enemy supply wagon.

2 points: Each enemy general killed.






























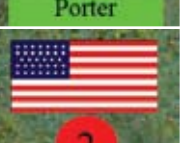






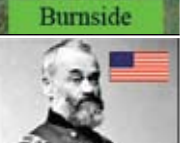

































2 points: Each brigade completely destroyed or routed off the table.

1 point: Each artillery battery destroyed.

1 point: Each artillery battery captured.

1 point: Each enemy dead marker that is at or behind friendly lines.

"The warlike scene was fascinatingly grand beyond description. The battlefield presented a scenic view taht the loftiest thought of my mind is far too low and insignificant to delineate, describe, or portray." - Corporal George M. Neese

 Tyler I:1 / L:3 / D:4	 1 Keys					 2 Schenck
			 3 * Sherman			
		 4 Richardson				
 Hunter I:1 / L:2 / D:4	 1 Porter					
	 2 Burnside					
	 Heintzelman I:1 / L:3 / D:4	 1 Franklin				 2 * Wilcox
				 3 Howard		
		 DC Dis. Cav.			 Beauregard L:3 / I:2 / D:8	 1 * Bonham
				 2 Ewell		
 3 DR Jones				 4 * Longstreet		

Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo	Low Ammo
						
						
1	2	3	4	5	6	7
8	9	1	2	3	4	5
6	7	8	9	1	2	3
4	5	6	7	8	9	1
2	3	4	5	6	7	8
9	1	2	3	4	5	6
7	8	9	1	2	3	4



