Command Combat: Civil War

THE BATTLE OF FREDERICKSBURG

COMMAND COMBAT: CIVIL WAR

THE BATTLE OF FREDERICKSBURG
SCENARIO

Game Design by
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This game book is from the Command Combat: Civil War series. Other battle packs cover many more of the exciting battles from the American Civil War, the core rulebook provides rules for players to create their own scenarios, while expansion packs expand on these rules.

To learn more about this game series, or to order any of the game books and accessories, go to:

www.commandcombat.com

Welcome to Command Combat: Civil War, 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 American Civil War.

This scenario provides the rules, maps, and units for the battle of Fredericksburg. The first section gives rules for the northern section of the battle, and the second provides rules for the southern section of the battle. Players can choose one section and play that, or combine them for one major battle.

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. Two or more brigades make a division, and two or more divisions make a corps. If only two players are playing, then each one, of course, takes a side. However, if more than two players are involved, each should take a division or corps general.

Command Combat: Civil War is also a miniatures war game, meaning players build their own armies from miniatures they buy online or at hobby stores, and create the terrain with hills, trees, and whatever else they wish. If a player wants to get started before purchasing and painting all their miniatures, they can use the cut-outs with each scenario in this book. They can also use these to determine what units they will need to build.

To mount your miniatures, use the base sizes listed below as a guide to mounting your units. The best size of miniatures for this is 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 with the other cutouts in each scenario.

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.
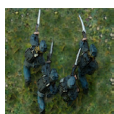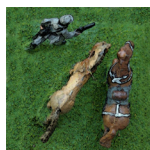
Infantry
1" X 1"
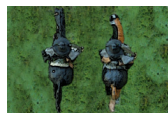
Cavalry
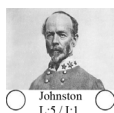1" X 1.5"

Limbered artillery
1.5" X 1.5"

Corps general
2" X 2.5"

Horse stand
1.5" X 1.5"

Dismounted
cavalry
1" X 1"

Johnston
L:5 / I:1

Division
generals
1" X 1"

Artillery
1.5" X 1.5"

Supply wagon
2" X 2.5"

SET-UP

Use the map provided for the battle to set up the table using your terrain.

Place all units where they are pictured on the map for the battle you are playing, following the individual set-up instructions. Units that are not on the table will enter during a predetermined turn, usually in march column. If the opponent has a unit within 4" of the entry point, reinforcements from that point do not arrive until the enemy unit is moved more than 4" from the entry point.

All units will be in one of the formations listed below.

Infantry 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.
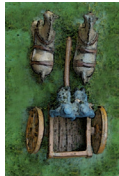

Disorder:
-1 to everything, including shooting, morale, movement, etc.

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 uneffected 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.

Heintzelman
L:3 / I:1

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

Each general has a number of cards equal to his initiative. The general cards are shuffled, and the top one is drawn. If the general who was drawn has another card that hasn't been drawn yet, (due to a higher initiative,) the player controling 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:

Across a creek or ford: -1"
Through woods: 1/2 speed
On road: +1"
Through town: -1"
In march column: +1"
Up a hill: -1"
Is disordered: -1"

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

Disorder: 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.

Changing Formation: Changing formation can be done in one of three ways. First, by making no other movement, a unit may simply change formation where it is. Second, the player may measure from the unit that must move the furthest. Third, a unit may make its full movement, then change formation. If doing this causes any stand in the unit to move further than its normal movement, the entire unit is in disorder.

Limbering/Unlimbering: Artillery that limbers or unlimbers must use half its movement to do so.

Moving Through Buildings: Buildings represent not only the building itself, but the fences and other terrain around it. Buildings do not stop movement or block line of sight, but they do cause a -1 to movement and firing through. They can be moved temporarily when units move through them.
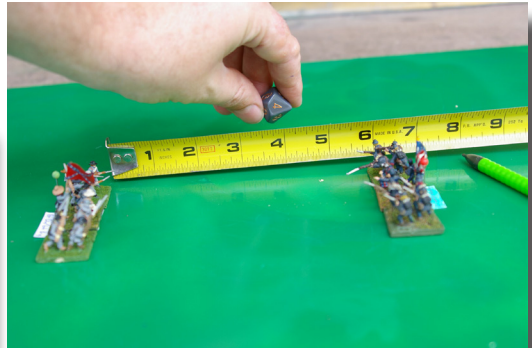
CHARGES

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

Roll for extra movement: The charging unit rolls and divides by 2. Measure that many inches beyond the charging unit's normal movement toward the target, taking terrain into account. If it does not reach the target, place the charging unit at its ending 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.

In the above example, the unit will move 6" for its normal movement. It rolled 4 for its bonus distance, making it go 2 extra inches, for a total of 8. This distance is then marked.

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, and any other infantry or artillery in range may also fire support fire. If a leader is attached to the target brigade, roll to see if he is hit. If a 0 is rolled, he is hit and removed from the game.

Defensive fire: The target unit may fire back along with any part of its brigade, and any other brigade or artillery that is within range. If a leader is attached to the charging brigade, roll to see if he is hit. If a 0 is rolled, he is hit and removed from the game.

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. The target unit will still be able to fire in the fire phase.

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 is within 1", the artillery is automatically destroyed. If infantry 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)
> +2 Cavalry charging infantry (1st round)
> +1 - Cavalry charging cavalry (1st round)
> +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:
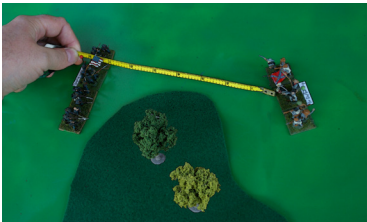
When another unit fires at the same target, instead of placing another marker in front of it, merely raise the number on the firepower marker that is already there. The firepower can never go over 9, and is always raised at least 1 when a unit fires.

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

Rifled:	*Smoothbore:*
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 in light works

-2 Firing at a unit in medium works

-3 Firing at a unit in 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 - Unonscious. 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
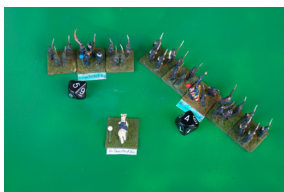Unit was fired on from flank: +1
Unit was fired on from rear: +2
Unit is in disorder: +1
Unit is behind a fence or wall: -1
Unit is in or behind military cover: -2
Unit has 2 friendly units within 1": -1
* Units that were not fired upon and are not in rout decrease their morale die to 1 automatically.

Generals Rally

Generals who are within 1" of units may lower their 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.

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.

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.

COMMAND RULES

Now that you have the basics down, you can add the part of the game from which it draws it's name, command. The command rules add an entirely new dimension to the game, requiring every division general to be under a specific order, each of which gives certain advantages and limitations.

The corps general gives out one of three color coded commands to each division general. Each of these colors represents a stance that everyone in that division is in. Place the appropriate colored marker next to the division general to show that everyone under his command is under that color coded order. The rules for each order color 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 his own corps commander, or he changes it himself. A division general may only take orders from his corps commander, his grand division commander, or the army commander. The only way that a division general can change his order is to roll against his initiative. If he rolls equal to or less than his initiative, then roll again. On a 1-5, the general changes it to what the player wants it changed to. On a 6-10, he switches to the other order.

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.

Corps generals give new orders during the command phase. The orders leave his stand at a speed of 15" per turn, moving each command phase, until it reaches the division general it is intended for, in which case he discards the old order and takes the new one. Order markers ignore all terrain limitations except impassable, and if its target general is within 15" of the corps general, it arrives as soon as it is sent. If it has to travel over multiple turns, it moves as quickly as possible to its target, taking roads, etc. It can avoid the enemy, but can never travel more than 45 degrees away from its direction. If hit by fire or a charge, the order marker is immediately removed.

ARMY & GRAND DIVISION GENERALS

Grand Division Generals operate the same as corps generals, and can give out color coded orders, lend their leadership to units, and can activate division generals just like a corps general. Their one restriction is that they can only do any of these for a unit under their command.

An army general can do any of the things a corps general can do, but with any unit in the game. He may also do two other things in a scenario game, each of which is done during the command phase:

Lend Initiative: He may choose to lend his initiative to any other general that is within his command radius, (within 15" of unobstructing terrain.)

If that general is a division commander or a brigade, it is activated on its own initiative or the army general's initiave, and may move 1" extra before all other modifiers have been taken into account.

If that general is a corps general, he may utilize his leadership points to activate his divisions, spending one for each division he will move. Not that these leadership points will be used for the turn, and will not be able to be used later in the turn, but will reset during the command phase at the end of the turn. Also note that he may only activate divisions whose generals are within command radius, (within 15" of unobstructing terrain.) Divisions and brigades that have moved are ineligible to be moved in this way.

When an army general lends his initiative, he is unable to do anything during his turn except move when the unit he lent his leadership to moves.

Create Minor Objective: If an army general did nothing throughought the entire turn, and if he does not lend initiative during the command phase, he may create a minor objective.

A minor objective is a point the general wants to defend or capture, and is worth 3 points at the end of the game either to himself or to his opponent. It must be placed on a piece of terrain, and it must be in sight either of the general, or a corps general that is within command radius of the army general. The minor objective is either red, white, or blue, and is placed on the terrain piece as follows:

Red - It is placed within 1" of an enemy unit. If this point is captured, (the enemy is not within 10" and your units are within 10",) the player who placed this objective gets the 3 points. If the game ends and the player who placed the objective has not taken it, the enemy gets the points.

White - It is placed further than 15" from both sides, but closer to an enemy unit than to the placing player. Whoever gets this objective first gets the 3 points.

Blue - It is placed within 1" of a friendly unit. If the enemy captures this point at any time during the game, (is within 10" of it without any of your units within 10" of it,) they get the points. Otherwise, you get the points at the end of the game.

An army general may place out only one minor objective per turn, and may never place more minor objectives than he has leadership points. A minor objective is only picked up when captured. The army general does not get to place more minor objectives when the ones he placed are picked up. His maximum for the entire game is his leadership amount.

ENDING THE GAME

Just before drawing a card for the new turn, 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.

The Union player has captured units on the hill(s) that is (are) in play and the Confederate player has none.

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

One side's dead and routed units equals the highest ranking general's damage percentage, or if one side loses its army general.

5 points: Each enemy supply wagon captured.
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.
3 points: Each minor objective taken.

"It is well that war is so terrible, we should grow too fond of it."
- Robert E. Lee

THE BATTLE OF

FREDERICKSBURG

DECEMBER 13, 1862

History of the Battle

By the fall of 1862, President Abraham Lincoln had had enough of General George B. McClellan. His arrogance and slowness to action had played on Lincoln's patience, and when he failed to follow up Lee after the battle of Antietam, Lincoln at last had him fired. He replaced him with General Ambrose Burnside, a likeable fellow, and a friend of McClellan's, but not highly experienced with such a heavy amount of responsibility. Burnside tried to beg off, stating that someone else may be more qualified, but Lincoln had the utmost confidence in him, and so Burnside did his duty and led the men south toward Richmond.

They reached the halfway point at Fredericksburg, a quiet town along the Rappahannock River. Here, they would lay pontoon bridges so they could rapidly move across and race south to find favorable ground on which to fight Lee. The movement up until now had been swift, and would have surprised Lee had the pontoon bridges gotten there on time. Unfortunately for the Union army, they were late. By the time they finally arrived, Lee had gotten there with his two strongest corps, one led by General James Longstreet, his "warhorse," and the other led by Thomas "Stonewall" Jackson. They set up sharpshooters in the town and lined Marye's Heights just past Fredericksburg with rows of artillery. Their strongest point was a stone wall from which rows of Confederates could load while the front row fired. Colonel Edward Alexander told Lee, "A chicken could not live on that field when we open on it."

To the south, Jackson took position on the hill and in the woods where he would hold against an attack if the Yankees slid in that direction.

The Union engineers were harassed as they tried to put the pontoon bridges in place. The work was slow, but due to an oncoming fog, they were able to get it done, and the Union army cleared out the town of the snipers.

Burnside then set up three grand divisions, a right, center, and left. The right would attack Longstreet, the left would attack Jackson, and the center would be the reserve to help whichever side managed to break through.

As the fog began to list, those on the right, (north,) began to see the impossibility of their situation. Cannon crowned the hill, and the line along the stone wall would be able to fire in rapid succession without taking the time to reload, while enjoying the cover of a strong barrier. It would be up to the left, (south,) to make a break-through of Jackson's lines, and he was infamous for holding fast.

"If you put every man on the other side of the Potomac on that field to approach me over the same line, and give me plenty of ammunition, I will kill them all before they reach my line."
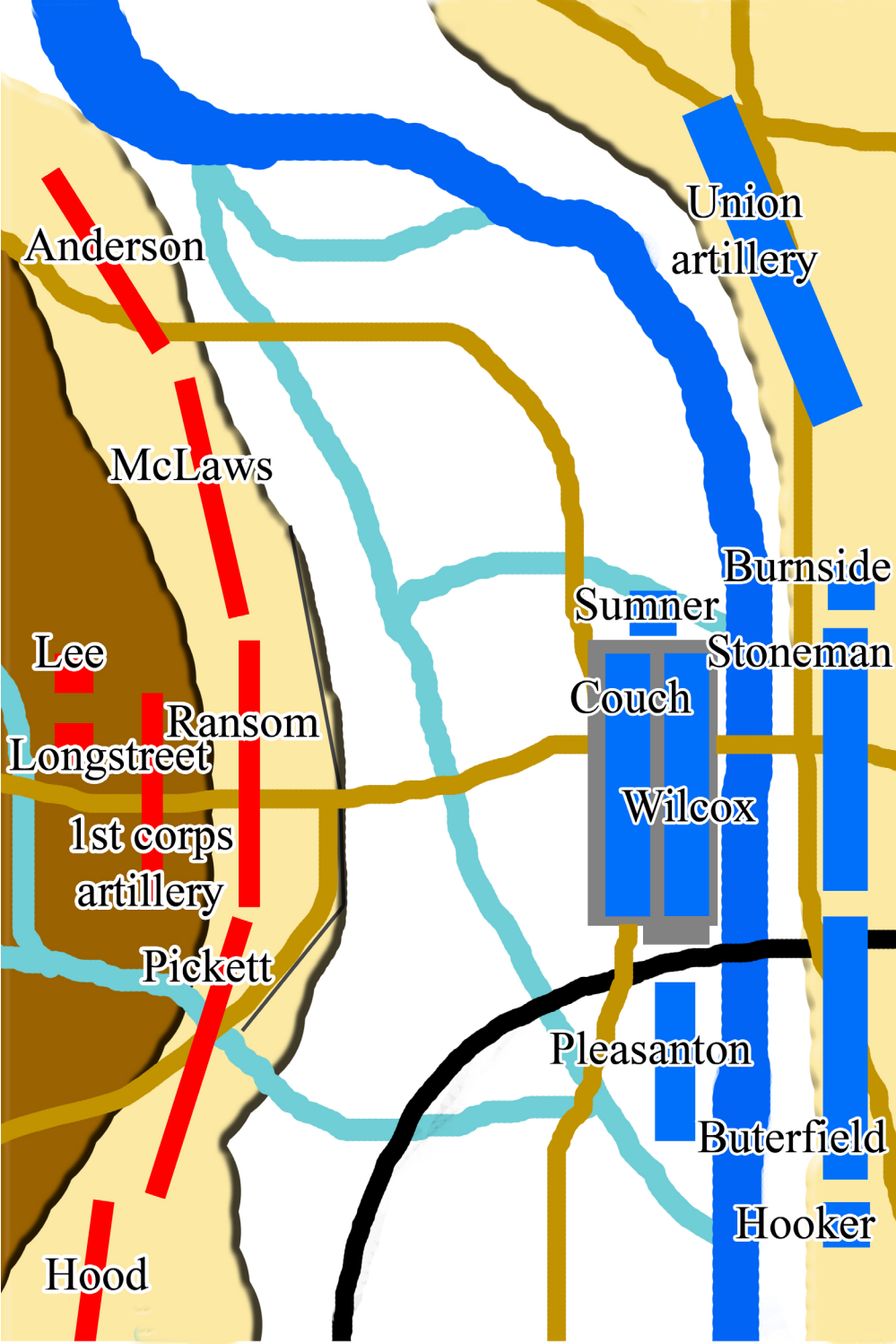*- James Longstreet*

SET-UP & SPECIAL RULES

Set-Up: Choose either the north or south map, or the grand scenario with both. Each is listed on the next few pages. Use the forces listed in the order of battles, and place them where shown. Note that more forces are shown in the north map than are in the order of battle for that one scenario. These are intended for the grand scenario if both tables are set up.

Special Rules: After covering the entire stone wall, add 1 extra firepower for each stand in the second row.

Game End: The game ends at the end of turn 15, or when the Union has taken the Confederate hill(s) on the map that's being played.

NORTHERN MAP

Anderson

Union
artillery

McLaws

Burnside

Sumner

Stoneman

Lee

Couch

Ransom

Longstreet

Wilcox

1st corps
artillery

Pickett

Pleasanton

Buterfield

Hooker

Hood

UNION ORDER OF BATTLE

ARMY GENERAL

General Ambrose Burnside
Initiative: 2
Leadership: 2
Damage: 80%
Special: *Focused assault:* Once during the game, Burnside may declare a focused assault on a single brigade charging the stone wall. That brigade automatically passes all morale tests until it is in melee, or is routed.

RIGHT GRAND DIVISION GENERAL

General Edwin Sumner
Initiative: 4
Leadership: 3
Special: *Bull headed:* Re-roll successful hits on this general.

2ND CORPS GENERAL

General Darius Couch
Initiative: 2
Leadership: 2
Special: *Defensive charge:* Units under Couch may counter-charge even when in a blue order.

FIRST DIVISION

General Winfield Hancock
Initiative: 4
Leadership: 2
Damage: 7
Special: *Superb* - Any brigade under Hancock may charge in any color order.

1st Brigade (John Caldwell):
6 Infantry stands - Standard

2nd Brigade (Thomas Meagher):
5 Infantry stands - Veteran
Special: *Irish Brigade:* When rolling morale, roll 2 dice and take the best result.

3rd Brigade (Samuel Zook):
6 Infantry stands - Green

Artillery:
2 Artillery stands (1 R/1 S) - Standard

SECOND DIVISION

General Oliver O. Howard
Initiative: 2
Leadership: 3
Damage: : 5

1st Brigade (Alfred Sully):
7 Infantry stands - Standard

2nd Brigade (Joshua T. Owen):
4 Infantry stands - Standard

3rd Brigade (Norman J. Hall):
6 Infantry stands - Standard

Artillery:
2 Artillery stands (1 R/1 S) - Standard

THIRD DIVISION

General William H. French
Initiative: 3
Leadership: 2
Damage: 8

1st Brigade (Nathan Kimball):
6 Infantry stands - Standard
Special: *Gibraltar Brigade* - (Blue order) The Gibraltar Briade may counter charge when in a blue order.

2nd Brigade (Oliver H. Palmer):
3 Infantry stands - Green

3rd Brigade (John W. Andrews):
4 Infantry stands - Standard

Artillery:
2 Artillery stands (1 R/1 S) - Standard

CORSP ARTILLERY

2 Artillery stands (2 Rifled) - Standard

9TH CORPS GENERAL

General Orlando B. Wilcox
Initiative: 1
Leadership: 2

FIRST DIVISION

General William W. Burns
Initiative: 1
Leadership: 2
Damage: 3

1st Brigade (Orlando Poe):
4 Infantry stands - Standard

2nd Brigade (Benjamin Christ):
5 Infantry stands - Standard

3rd Brigade (Daniel Leasure):
3 Infantry stands - Standard

Artillery:
2 Artillery stands (1 R/1 S) - Standard

SECOND DIVISION

General Samuel D. Sturgis
Initiative: 1
Leadership: 2
Damage: 3

1st Brigade (James Nagle):
6 Infantry stands - Standard

2nd Brigade (Thomas Meagher):
5 Infantry stands - Veteran

Artillery:
4 Artillery stands (2 R/2 S) - Standard

THIRD DIVISION

General George W. Getty
Initiative: 1
Leadership: 1
Damage: 3

1st Brigade (Rush C. Hawkins):
6 Infantry stands - Green

2nd Brigade (Edward Harland):
6 Infantry stands - Standard

Artillery:
2 Artillery stands (1 R/1 S) - Standard

CAVALRY DIVISION

General Alfred Pleasonton
Initiative: 2
Leadership: 1
Damage: 4
Special: *Quick horse artillery:* Horse artillery in Pleasanton's division does not take a -1 to its fire when it unlimbers.

1st Brigade (John F. Farnsworth):
3 Cavalry stands - Standard

2nd Brigade (David Gregg):
3 Cavalry stands - Standard

Artillery:
1 Horse artillery stand (1 Rifled) - Standard

CONFEDERATE ORDER OF BATTLE

ARMY GENERAL

General Robert E. Lee
Initiative: 5
Leadership: 4
Damage: 60%
Special: *Know the enemy:* Once per game, Lee may negate a special ability of another general when it is being used.

1ST CORPS GENERAL

General James Longstreet
Initiative: 2
Leadership: 3
Special: *Coordinated attack:* Once during the game, Longstreet may have all of his divisions act together, and they may all support each other in charging or defensive fire.

FIRST DIVISION

General Lafayette McLaws
Initiative: 1
Leadership: 3
Damage: 8
Special: *(Blue order) Holds firm:* Units move -1" per turn, but ignore 1 extra inch of pulling back when forced to pull back.

1st Brigade (Joseph B. Kershaw):
6 Infantry stands - Standard

2nd Brigade (William Barksdale):
4 Infantry stands - Veteran

3rd Brigade (Thomas R. Cobb):
5 Infantry stands - Standard

4th Brigade (Paul J. Semmes)
4 Infantry stands - Standard

Artillery:
4 Artillery stands (1 R/3 S) - Standard

SECOND DIVISION

General Richard H. Anderson
Initiative: 2
Leadership: 4
Damage: 8

1st Brigade (Cadmus Wilcox):
5 Infantry stands - Veteran

2nd Brigade (William Mahone):
5 Infantry stands - Standard

3rd Brigade (Winfield Featherston):
4 Infantry stands - Standard

4th Brigade (Ambrose R. Wright)
4 Infantry stands - Standard

5th Brigade (Edward A. Perry)
3 Infantry stands - Standard

Artillery:
4 Artillery stands (1 R/3 S) - Standard

THIRD DIVISION

General George Pickett
Initiative: 2
Leadership: 1
Damage: 6

1st Brigade (Richard B. Garnett):
5 Infantry stands - Veteran

2nd Brigade (Lewis A. Armistead):
5 Infantry stands - Veteran

3rd Brigade (James L. Kemper):
5 Infantry stands - Standard

4th Brigade (Micah Jenkins):
6 Infantry stands - Veteran
Special: *Sharpshooters* - Add 1 to firepower up to medium range.

5th Brigade (Montgomery D. Corse):
4 Infantry stands - Standard

Artillery:
3 Artillery stands (1 R/2 S) - Standard

FOURTH DIVISION

General John B. Hood
Initiative: 4
Leadership: 2
Damage: 9
Special: *(Red) Keep moving:* Once per turn, when Hood is within 1" of a unit that fails morale, he may choose to have them roll again. After the roll, Hood also rolls to be hit.

1st Brigade (Evander M. Law):
5 Infantry stands - Standard

2nd Brigade (Jerome B. Robertson):
4 Infantry stands - Standard

3rd Brigade (Goerge T. Anderson):
5 Infantry stands - Standard

4th Brigade (Henry L. Benning):
4 Infantry stands - Veteran

Artillery:
3 Artillery stands (2 R/1 S) - Standard

CORPS ARTILLERY

10 Artillery stands (5 R/5 S) - Standard

FIFTH DIVISION

General Robert Ransom
Initiative: 2
Leadership: 2
Damage: 6

1st Brigade (Robert Ransom):
4 Infantry stands - Veteran
1 Artillery stand (Smoothbore) - Standard

2nd Brigade (John R. Cooke):
4 Infantry stands - Standard
1 Artillery stand (Smoothbore) - Standard

3rd Brigade (Goerge T. Anderson):
5 Infantry stands - Standard
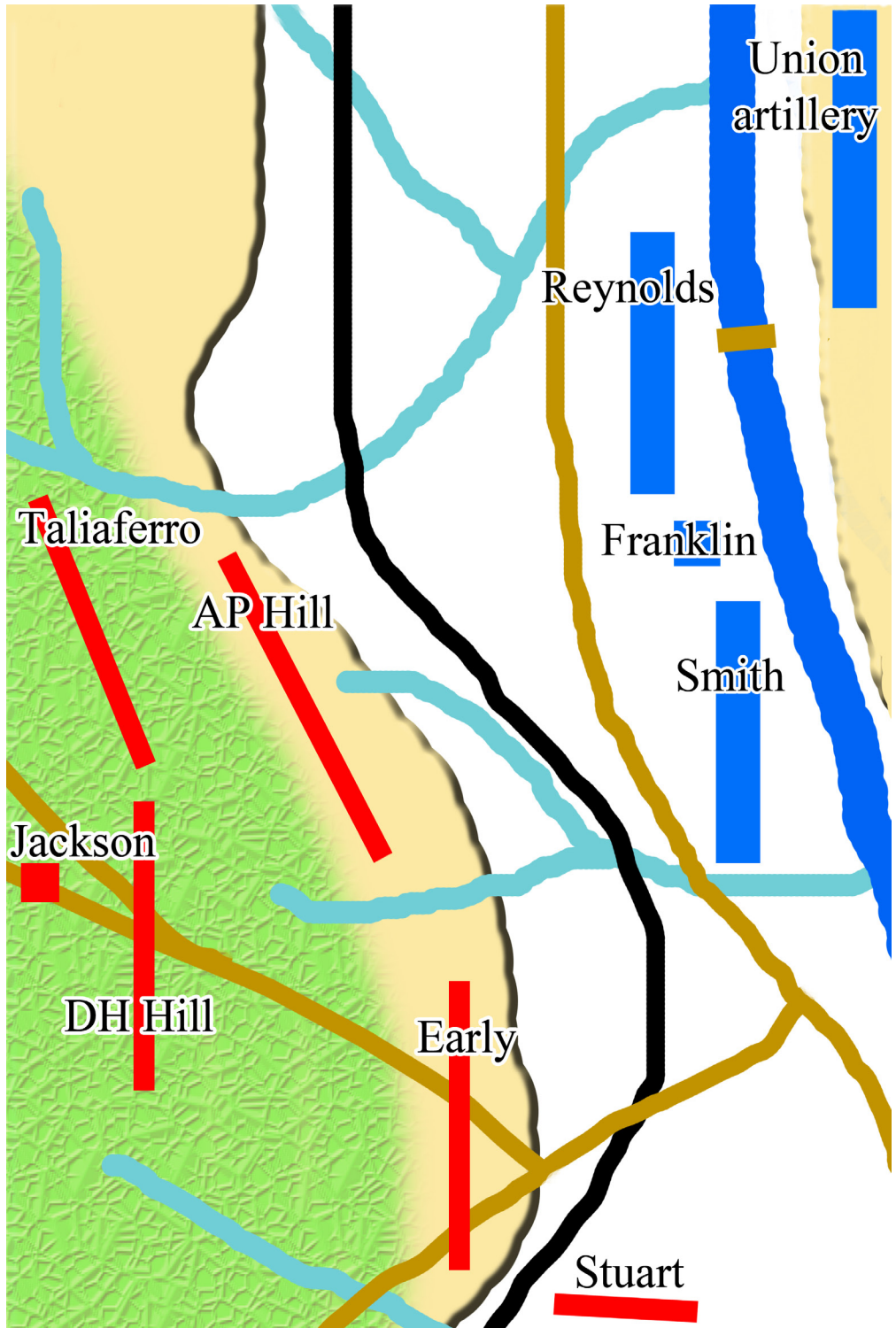
4th Brigade (Henry L. Benning):
4 Infantry stands - Veteran

Artillery:
3 Artillery stands (2 R/1 S) - Standard

SOUTHERN MAP

Union
artillery

Reynolds

Taliaferro

AP Hill

Franklin

Smith

Jackson

DH Hill

Early

Stuart

LEFT GRAND DIVISION GENERAL

General William B. Franklin
Initiative: 2
Leadership: 2
Damage: 50% (Use this percentage to determine the possible end of the game if only playing the southern section.)

1ST CORPS GENERAL

General John F. Reynolds
Initiative: 1
Leadership: 2

FIRST DIVISION

General Abner Doubleday
Initiative: 3
Leadership: 2
Damage: 3
Special: *Reinforce the line* - Once per turn, one brigade in Doubleday's command may give another brigade that is within 1" of it and is part of Doubleday's command a single stand.

1st Brigade (Walter Phelps):
5 Infantry stands - Veteran
Special: *Sharpshooters* - Add 1 to firepower from this brigade up to medium range.

2nd Brigade (James Gavin):
4 Infantry stands - Standard

3rd Brigade (William F. Rogers):
4 Infantry stands - Standard

4th Brigade (Solomon Meredith):
5 Infantry stands - Veteran
Special: *Iron Brigade* - At the beginning of the rally phase, reduce the morale die on the Iron Brigade by half (rounded down.)

Artillery:
3 Artillery stands (2 R/1 S) - Standard

SECOND DIVISION

General John Gibbon
Initiative: 2
Leadership: 4
Damage: 9

1st Brigade (Adrian R. Root):
5 Infantry stands - Standard

2nd Brigade (Peter Lyle):
4 Infantry stands - Standard

3rd Brigade (Nelson Taylor):
5 Infantry stands - Standard

Artillery:
4 Artillery stands (3 R/1 S) - Standard

THIRD DIVISION

General George Meade
Initiative: 2
Leadership: 3
Damage: 7

1st Brigade (William Sinclair):
5 Infantry stands - Standard

2nd Brigade (Albert L. Magilton):
5 Infantry stands - Standard

3rd Brigade (Conrad Feger Jackson):
5 Infantry stands - Standard

Artillery:
4 Artillery stands (3 R/1 S) - Standard

6TH CORPS GENERAL

General William F. Smith
Initiative: 2
Leadership: 3

FIRST DIVISION

General William T.H. Brooks
Initiative: 1
Leadership: 1
Damage: 4

1st Brigade (Alfred T. Torbert):
6 Infantry stands - Veteran

2nd Brigade (Henry Cake):
5 Infantry stands - Standard

3rd Brigade (David A. Russell):
4 Infantry stands - Standard

Artillery:
4 Artillery stands (2 R/2 S) - Standard

SECOND DIVISION

General Albion P. Howe
Initiative: 1
Leadership: 2
Damage: 4

1st Brigade (Calvin E. Pratt):
5 Infantry stands - Standard

2nd Brigade (Henry Whiting):
6 Infantry stands - Veteran

3rd Brigade (Francis L. Vinton):
5 Infantry stands - Standard

Artillery:
4 Artillery stands (2 R/2 S) - Standard

THIRD DIVISION

General John Newton
Initiative: 3
Leadership: 2
Damage: 4

1st Brigade (John Cochrane):
6 Infantry stands - Standard

2nd Brigade (Charles Devens):
5 Infantry stands - Veteran

3rd Brigade (Thomas A. Rowley):
5 Infantry stands - Standard

Artillery:
3 Artillery stands (2 R/1 S) - Standard

CAVALRY

General George D. Bayard
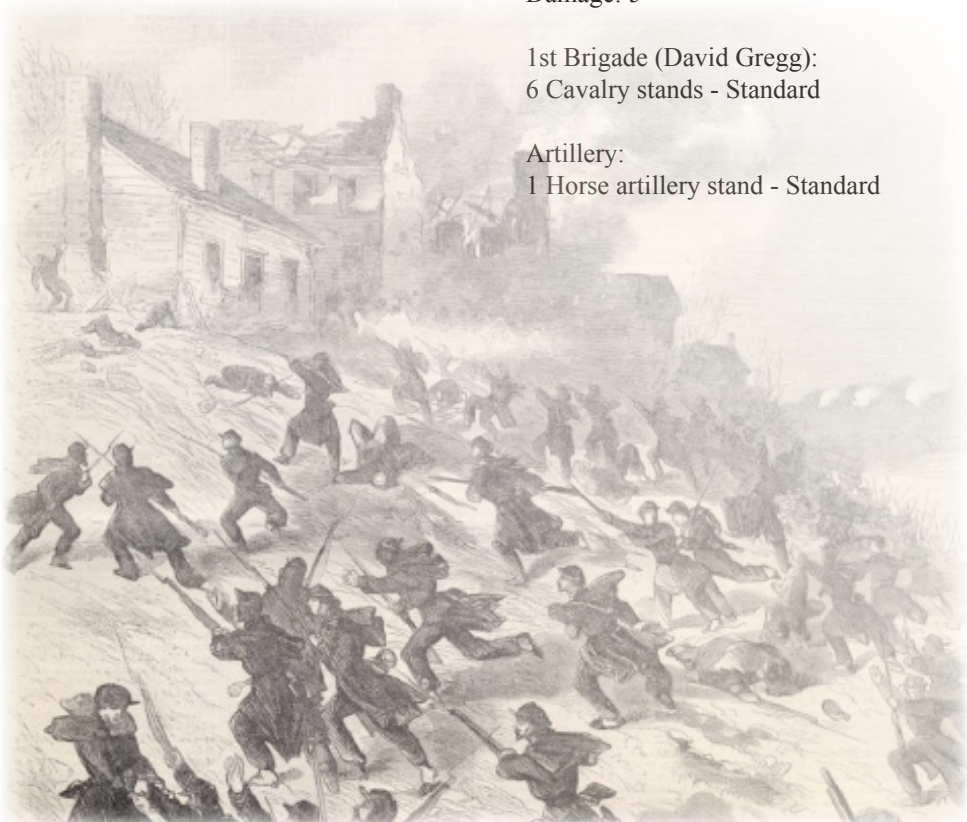Initiative: 1
Leadership: 1
Damage: 5

1st Brigade (David Gregg):
6 Cavalry stands - Standard

Artillery:
1 Horse artillery stand - Standard

CONFEDERATE ORDER OF BATTLE

2ND CORPS GENERAL

General Thomas "Stonewall" Jackson
Initiative: 5
Leadership: 4
Special: *Foot Cavalry:* Unit within command range of Jackson may move an extra inch no matter what order color they are in.

FIRST DIVISION

General DH Hill
Initiative: 3
Leadership: 4
Damage: 5

1st Brigade (Robert E. Rodes):
5 Infantry stands - Veteran

2nd Brigade (George Doles):
4 Infantry stands - Veteran

3rd Brigade (Alfred H. Colquitt):
5 Infantry stands - Standard

4th Brigade (Alfred Iverson, Jr.):
4 Infantry stands - Standard

5th Brigade (Bryan Grimes):
4 Infantry stands - Standard

Artillery:
5 Artillery stands (2 R/3 S) - Standard

SECOND DIVISION

General AP Hill
Initiative: 4
Leadership: 3
Damage: 8
Special: *(White) Light division:* Move 1 additional inch every turn.

1st Brigade (John M. Brockenbrough):
4 Infantry stands - Standard

2nd Brigade (Maxcy Gregg):
5 Infantry stands - Veteran

3rd Brigade (Edward L. Thomas):
4 Infantry stands - Standard

4th Brigade (James H. Lane):
5 Infantry stands - Standard

5th Brigade (James J. Archer):
5 Infantry stands - Veteran

6th Brigade (William D. Pender):
5 Infantry stands - Veteran

Artillery:
7 Artillery stands (2 R/5 S) - Standard

THIRD DIVISION

General Jubal Early
Initiative: 4
Leadership: 2
Damage: 7

1st Brigade (Edmund N. Atkinson):
6 Infantry stands - Standard

2nd Brigade (Robert Hoke):
5 Infantry stands - Standard

3rd Brigade (James A. Walker):
7 Infantry stands - Standard

4th Brigade (Harry T. Hays):
5 Infantry stands - Standard

Artillery:
6 Artillery stands (2 R/4 S) - Standard

FOURTH DIVISION

General William B. Taliaferro
Initiative: 3
Leadership: 3
Damage: 9
Special: *Alienates own troops:* When Taliaferro is within an inch of a unit that fails its morale, he may have it roll again. Before doing so, however, roll, and on a 0, Taliaferro is hit by his own men.

1st Brigade (Elisha F. Paxton):
5 Infantry stands - Veteran

2nd Brigade (John R. Jones):
4 Infantry stands - Standard

3rd Brigade (Edward T.H. Warren):
5 Infantry stands - Standard

4th Brigade (Edmund Pendleton):
6 Infantry stands - Standard

Artillery:
6 Artillery stands (2 R/3 S) - Standard

RESERVE ARTILLERY

General William N. Pendleton
Initiative: 1
Leadership: 1
Damage: 2

1st Battalion (John T. Brown):
6 Artillery stands (3 S, 1 R, 2 H) - Standard

2nd Battalion (Cutts' Battalion):
3 Artillery stands (2 S, 1 R) - Standard

3rd Battalion (William Nelson):
5 Artillery stands (3 S, s R) - Standard

CAVALRY

General J.E.B. Stuart
Initiative: 5
Leadership: 3
Damage: 7
Special: *Supply raider:* Supply wagons captured by Stuart are worth 8 points.

1st Brigade (Wade Hampton):
5 Cavalry stands - Veteran

2nd Brigade (Fitzhugh Lee):
5 Cavalry stands - Veteran

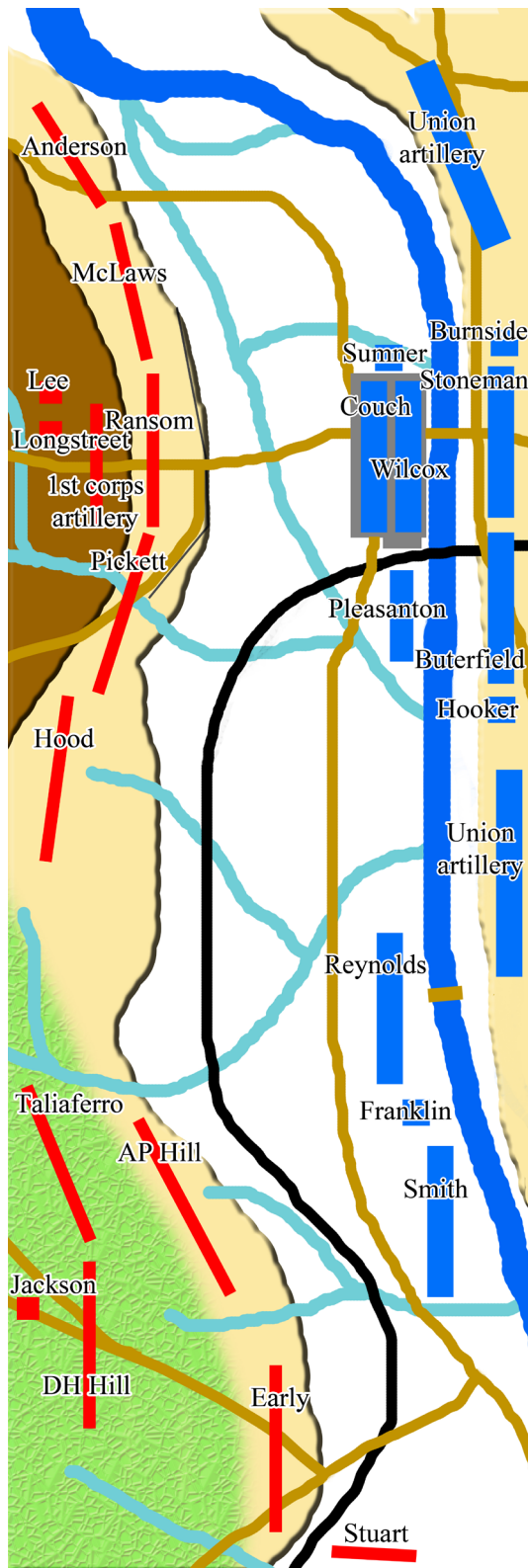3rd Brigade (William H.F. Lee):
5 Cavalry stands - Standard

4th Brigade (William E. Jones):
5 Cavalry stands - Standard

Artillery (John Pelham):
5 Horse artillery stands (1 R/4 S) - Standard

Anderson

McLaws

Lee

Ransom
Longstreet
1st corps
artillery

Pickett

Hood

Taliaferro

AP Hill

Jackson

DH Hill

Early

Union
artillery

Burnside
Sumner
Stoneman
Couch

Wilcox

Pleasanton

Buterfield
Hooker

Union
artillery

Reynolds

Franklin

Smith

Stuart

UNION ORDER OF BATTLE

CENTER GRAND DIVISION GENERAL

General Joseph Hooker
Initiative: 4
Leadership: 2
Special: *Fightin' Joe:* Any division general under Hooker may switch to a red order at will.

3RD CORPS GENERAL

General George Stoneman
Initiative: 3
Leadership: 2

FIRST DIVISION

General David B. Birney
Initiative: 1
Leadership: 3
Damage: 2

1st Brigade (John C. Robinson):
6 Infantry stands - Standard

2nd Brigade (J.H. Hobart Ward):
7 Infantry stands - Standard

3rd Brigade (Hiram G. Berry):
6 Infantry stands - Standard

Artillery (George E. Randolph):
2 Artillery stands (1 R/1 S) - Standard

SECOND DIVISION

General Daniel Sickles
Initiative: 1
Leadership: 2
Damage: 5

1st Brigade (Joseph B. Carr):
6 Infantry stands - Standard

2nd Brigade (George B. Hall):
6 Infantry stands - Veteran

3rd Brigade (Joseph W. Revere):
6 Infantry stands - Green

Artillery:
4 Artillery stands (3 R/1 S) - Standard

THIRD DIVISION

General Amiel W. Whipple
Initiative: 1
Leadership: 3
Damage: 4
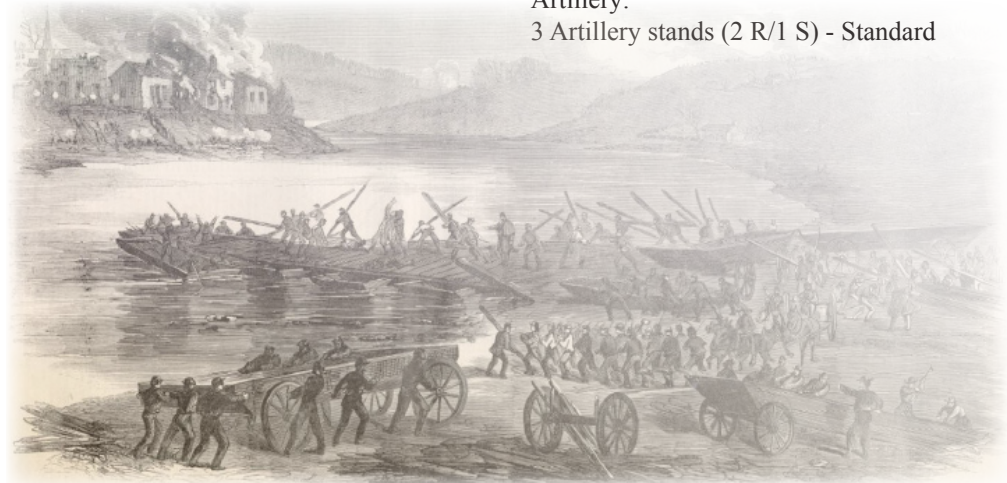
1st Brigade (Abram S. Piatt):
3 Infantry stands - Standard

2nd Brigade (Samuel S. Carroll):
4 Infantry stands - Green

Artillery:
3 Artillery stands (2 R/1 S) - Standard

5TH CORPS GENERAL

General Daniel Butterfield
Initiative: 2
Leadership: 4
Special: *Bugle call:* Units up to 20" may be considered in command.

FIRST DIVISION

General Charles Griffin
Initiative: 1
Leadership: 3
Damage: 3

1st Brigade (James Barnes):
8 Infantry stands - Standard

2nd Brigade (Jacob B. Sweitzer):
5 Infantry stands - Standard
Special: *Sharpshooters:*

3rd Brigade (T.B.W. Stockton):
7 Infantry stands - Green
Special: *Sharpshooters:* This unit gets a +1 to its firepower up to medium range.

Artillery (George E. Randolph):
4 Artillery stands (3 R/1 S) - Standard

SECOND DIVISION

General George Sykes
Initiative: 2
Leadership: 3
Damage: 5

1st Brigade (Robert C. Buchanan):
6 Infantry stands - Standard

2nd Brigade (George L. Andrews):
6 Infantry stands - Standard

3rd Brigade (Gouverneur K. Warren):
3 Infantry stands - Standard

Artillery (George E. Randolph):
2 Artillery stands (2 R) - Standard

THIRD DIVISION

General Andrew A. Humphreys
Initiative: 1
Leadership: 4
Damage: 8

1st Brigade (Erastus B. Tyler):
4 Infantry stands - Green

2nd Brigade (Peter H. Allabach):
4 Infantry stands - Green

Artillery:
2 Artillery stands (1 R, 1 S) - Standard

CAVALRY

1st Brigade (William W. Averell):
4 Infantry stands - Standard

CORPS ARTILLERY

1st Battalion (James M. Robertson):
2 Artillery stands (2 R) - Standard