

STANDARD RULES

for the

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Game System
including

PEA RIDGE ● DRIVE ON WASHINGTON ● WILSON'S CREEK

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number

Primary Case Number

Secondary Case Number

↓ ↓ ↓
[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

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[1.0] INTRODUCTION

This set of Standard Rules includes rules common to SPI's series of grand tactical games simulating regimental level Civil War battles.

[2.0] GLOSSARY OF TERMS

Column or In Column: One of two formations possible for infantry units to adopt. Enables units to move more rapidly along roads at some cost in combat ability. See also "Line."

Command Points Rating: Each division commander has a number of Command Points each Game-Turn. Command Points are expended to increase the Effectiveness Radius of brigade commanders subordinate to that division commander. One point is expended for each hex added to the Effectiveness Radius of a brigade commander. Thus, a commander with a total of two Command Points could increase the Effectiveness Radius of one brigade commander by two, or two brigade commanders by one.

Current Strength: A unit's Combat Strength (measured in points) may be reduced during play when the unit suffers losses. Such losses decrease the combat ability of the unit; each unit's "current strength" is therefore kept track of using a numbered chit. See also "Initial Strength."

Current Strength Multiplier: A number by which a unit's "current strength" (measured in points) is multiplied to reflect the effects of range (the distance between the firing unit and the target) on fire.

Divisional Integrity Radius: A numerical rating of each division commander which represents the range in hexes over which that division commander may command his subordinate brigade commanders. As long as a brigade commander is within his division commander's radius in the Initial Command Phase, he may move freely in the subsequent Movement Phase.

Effectiveness Radius: A number rating which measures the relative ability of each brigade commander to control his troops. The Effectiveness Radius is given in terms of hexes; the higher the number, the greater the distance over which that brigade commander can effectively control his troops. Note that division commanders have no Effectiveness Radius; see also "Divisional Integrity Radius" and "Command Points Rating."

In Command: A unit is considered to be "in command" relative to a particular leader when it is either within that leader's Effectiveness Radius or in the same hex with that leader. Note that a unit will generally be "in command" of the leader to which that unit is subordinate, but that this is not necessarily true; see also "Subordinate Unit" and "Effectiveness Radius."

Initial Strength: A unit's Combat Strength (measured in points) at the start of the game; this value is printed on the counter representing the unit (see 3.31, Sample Units). See also "Current Strength."

Line: One of two formations possible for infantry units to adopt. Enables units to fight most effectively at some cost in mobility. See also "Column."

Morale Check: A game function performed by a Player whenever something happens which brings into question the relative value of discretion and valor. As a result of a morale check, a unit may rout.

Morale Rating: The numerical rating of each combat unit's ability to sustain the psychological ef-

fects of battle. The numbers range from "5" (best) to "1" (worst). This rating is referred to whenever a player is required to check a unit's morale.

Rally Rating: This is the number of units in a brigade commander's Effectiveness Radius which he can rally in a given Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of two, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander. **Note:** Division commanders have no Rally Rating and may only rally units with which they are stacked.

Subordinate Unit: A subordinate unit is one which has the name of a leader abbreviated on it. That unit is considered to be subordinate to the specified leader (or successor). Also see "In Command."

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The mapsheet portrays the area in which the battle was fought. A hexagonal grid pattern is printed on the game map to regulate the movement and location of the playing pieces and to calculate ranges when units fire in combat. To make the map lie flat, back-fold it against the creases.

[3.2] GAME CHARTS AND TABLES

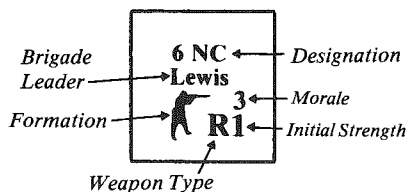
Various visual aids are provided with the game in order to simplify and illustrate certain game functions. Some of these charts and tables are printed directly on the game map. There may be other charts and tables included in the rules booklets.

[3.3] THE PLAYING PIECES

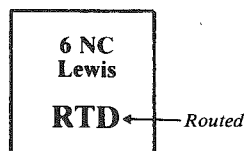
There are three types of counters in the game, combat counters (called "units"), leaders and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. There are at least two types of leader counters: brigade commanders and division commanders. There are several types of markers including Ammunition Depletion, Column, Combat Strength, Engaged, Game-Turn, and Casualty Track Markers. There may be other types of counters in a game as detailed in the Exclusive Rules for that game.

[3.31] Sample Units

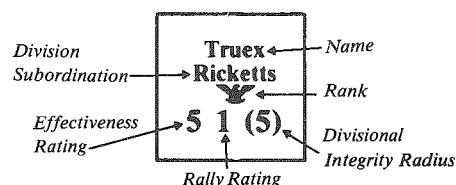
COMBAT UNIT: Front



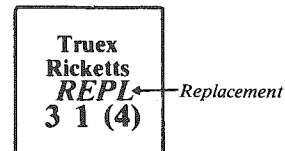
COMBAT UNIT: Back



LEADER UNIT: Front



LEADER UNIT: Back









SUMMARY OF COMBAT UNIT TYPES

Front		Back
1 Ark McIntsh M8	Infantry	1 Ark McIntsh RTD
14 Vac McCsld P1	Cavalry	14 Vac McCsld P1
Nelson Indpnt TB4	Artillery	Nelson Indpnt TB4
Supply R1	Supply Wagon	Supply
King 4	Artillery Crew	King 4
Wagon Crew	Supply Wagon Crew	
Van Drn 10 2	Division Leader	
Slack Van Drn 3 1 (5)	Brigade Leader	Slack Van Drn REPL 2 0 (2)
Brigade Cmdr 2 0 (2)	Replacement Leader	

SUMMARY OF MARKER TYPES

Pin	Pinned	Rout
Column	Column Formation	Engd

Front		Back
	<i>Ammunition Depleted</i>	
	<i>Current Strength</i>	
	<i>Game-Turn</i>	

[3.32] Combat Strength Markers

When a unit's Combat Strength is reduced by casualties, a Combat Strength Marker is placed under the unit to represent that unit's new Combat Strength. Thus, if a "4" Strength Point cavalry unit takes a one point loss, a "3" Strength Point Marker would be placed under the unit. When a battery takes a loss caused by enemy artillery fire, the number of guns is reduced by placing a Strength Marker under the battery in the same manner as an infantry or cavalry unit.

[3.33] Unit Designations

The designation of a unit is the historical name or military designation of that unit or leader. Designations have direct effect on play and also included for historical interest and as an aid to setting up and organizing the game.

[3.34] Weapon Type

A unit's weapon type refers to the type of armament that unit had in the battle. Weapon type effects the Fire Combat Strength of the unit when it engages in Fire Combat. The letter on the counter is an abbreviation for the weapon type with which that unit is armed. The abbreviations are summarized and the effects of range on that weapon are displayed on the Range Effects Chart (9.25).

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The play of the game is organized into "Game-Turns." Each Game-Turn is divided into two Player-Turns. During his Player-Turn, each Player moves his units and then resolves combat in sequence. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is declared.

GAME-TURN SEQUENCE OUTLINE

Each Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The Sequence of Play must be executed in the order presented.

1. First Player-Turn

A. Initial Command Phase: The Phasing Player may attach and detach brigades which are in the Divisional Integrity Radius of a division commander. In addition, the Player checks the Divisional Integrity Radius to determine which brigade commanders are in command. Division commanders may expend Command Points to increase the Effectiveness Radius of subordinate brigade commanders. The Phasing Player then checks the Effectiveness Radii of all his brigade commanders to see whether the units within each brigade commander's command may move and fire.

B. Movement Phase: The Phasing Player moves all, some, or none of his units as he desires and

may bring reinforcements onto the map, as determined by the Reinforcement Schedule. The non-Phasing Player's units may not move during this Phase, but they may, however, conduct withdrawal fire as appropriate.

C. Defensive Fire Phase: The non-Phasing Player may conduct Fire Combat with any of his units that are capable of firing at any of the Phasing Player's units, within the provisions and restrictions of the Fire Combat and the Line of Sight rules. Neither Player may move his units during this Phase, except as a result of combat.

D. Offensive Fire Phase: The Phasing Player may conduct Fire Combat (see Phase C).

E. Retreat Before Melee Phase: The Phasing Player announces his melee attacks for the Melee Phase. The non-Phasing Player then has the option to retreat units that are in the Zone of Control of Enemy units one or two hexes, thus avoiding melee. The retreating units undergo withdrawal fire and the owning Player must roll for possible rout at the end of the retreat, whether a casualty has been suffered as a result of withdrawal fire or not. The Phasing Player may advance a unit into the vacated hex.

F. Melee Phase: Phasing infantry and cavalry units which begin this Phase adjacent to Enemy units may now enter the hex occupied by that Enemy unit(s) and engage in melee combat. The melee combat is resolved and retreat and casualty results are applied as a result of the melee combat.

G. Ammunition Resupply Phase: The Phasing Player may resupply eligible units which are out of ammunition.

H. Rally Phase: Pin Markers are removed from the Phasing Player's units. The Phasing Player may rally his routed units which are stacked with leaders or in the Effectiveness Radius of their brigade commander. A die is rolled to determine whether or not independent units rally.

J. Final Command Phase: Friendly leaders that have been killed are replaced and leader promotion is performed if necessary. Uncrewed supply wagons may be recrewed. During the Final Command Phase, game functions that occur only in a given game, as described in the exclusive rules, are performed.

2. Second Player Turn

The second Player becomes the Phasing Player and proceeds to follow the Player Sequence. Steps A through J, as described above.

3. Game-Turn Record Interphase:

The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn. **Note:** Some game functions as described in the Exclusive Rules, are performed.

[5.0] MOVEMENT

GENERAL RULE:

Each type of unit and leader in the game has a Movement Allowance which is listed on the Terrain Effects on Movement Chart (5.19). The number listed for each unit type is the basic number of hexes a unit could move into in a single Movement Phase. Each Player moves his units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units may be moved one at a time, or in stacks, hex-by-hex, in any direction or combination of directions the moving Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

CASES:

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its Movement Phase each unit may move as far as its Movement Allowance permits. A unit may never exceed its Movement Allowance although it may move less than its Movement Allowance. A unit is never forced to move during its Movement Phase. Unused Movement Points may never be saved for subsequent Game-Turns or transferred from unit to unit.

[5.12] A unit may not enter a hex containing an Enemy unit during the Movement Phase. An Enemy occupied hex may be entered only during the Melee Phase (see 12.0).

[5.13] Fire Combat does not take place during the Movement Phase unless the moving Player's units trigger withdrawal or retreat fire (see 10.1 and 10.2).

[5.14] Units may move into and out of Enemy Zones of Control (10.0), although they may be subject to withdrawal fire (10.1) when they do so.

[5.15] The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex and the formation the unit is in. The Movement Point Cost to enter each terrain type is listed on the Terrain Effects on Movement Chart (5.19). **Note:** A unit expends Movement Points for the most expensive terrain type when entering a hex with two or more types of terrain (e.g., woods and clear). The type of terrain most beneficial to the defender is used to determine any column shifts in fire combat.

[5.16] Movement from hex to hex must be consecutive; units may not skip hexes.

[5.17] A unit may not be moved or retreat off the map. A unit which would be forced to retreat off the map is captured by the Enemy Player.

[5.18] Retreats conducted during any Phase do not require the expenditure of Movement Points and are not considered movement.

[5.19] Terrain Effects on Movement Chart
(see mapsheet)

[5.2] MOVEMENT OF ROUTED UNITS AND UNITS NOT IN COMMAND

A routed unit or unit which is out of the Effectiveness Radius of its brigade commander may move one hex only, regardless of terrain costs. Such a unit may not change formation, and may not enter the Zone of Control (hereafter ZOC, see 10.0) of an Enemy unit; if already in an Enemy ZOC, it may only move out of the ZOC and into a hex not adjacent to any Enemy units. Brigade commanders which are out of the Divisional Integrity Radius of their division commander may move only one hex (regardless of terrain) unless they have been *detached* (see 17.6).

[6.0] FORMATIONS

GENERAL RULE:

All combat units may be in one or two different formations. Infantry units may be in either Line or Column; artillery units are either *limbered* or *unlimbered*; cavalry units are either *mounted* or *dismounted* (the equivalent of infantry in Line formation). Supply wagons, trains and leaders have no formation. Supply wagons engage in combat as Line infantry. A unit's formation affects the unit's ability to move and engage in combat.

PROCEDURE:

To change formation a unit must expend Movement Points. The Movement Point Cost to change formation is listed under the Formation Change Column of the Terrain Effects on: Movement Chart (5.19). Infantry and artillery may change formation at any time during a Friendly Movement Phase while cavalry may only mount or dismount at the end of a Friendly Movement Phase.

CASES:

[6.1] UNIT FORMATIONS

[6.11] Infantry units in *Column* gain increased mobility while sacrificing combat capability. An infantry unit (as well as a limbered artillery unit or a mounted cavalry unit) may move through a road or pike hex occupied by a Friendly unit if and only if the moving unit expends Movement Points to pay for the cost of the other terrain in that hex (i.e., it cannot use the road). Infantry units may use roads, pikes and bridges only when in *Column*. Infantry in *Column* may never initiate melee, though they defend normally in melee. Infantry in *Column* may not engage in fire combat. To designate a unit as being in *Column*, place a Column Marker on top of it. In instances where there are long lines of infantry in *Column*, it is necessary to so designate only the lead unit. A unit in *Column* formation that is fired upon automatically goes into *Line* formation (this occurs after the combat has been resolved).

[6.12] Infantry units in *Line* formation may move and engage in combat normally. Infantry units are considered in *Line* at all times, unless otherwise designated (see 6.11). Infantry in *Line* may not benefit from pikes or roads, nor may they use bridges to cross streams (i.e., the presence of a road, pike, or bridge in a hex is disregarded for the purposes of moving a unit in *Line* formation).

[6.13] Artillery is either *limbered* or *unlimbered*. When an artillery battery is limbered, it is prepared to move; when it is unlimbered, it is prepared to fire. Unlimbered artillery may only fire; it may not move. When artillery is attacked by melee only the status of the gun crew is considered (see 12.12). (The same applies to small-arms fire, which affects only the gun crew.) Gun crews are considered to be in *Line*, for purposes of melee, fire combat, and when routed and moved without guns (see 6.11 and 15.1).

[6.14] Cavalry units may operate either *mounted* or *dismounted*. When mounted, they may engage in melee combat (or may charge), but they may only fire if armed with pistols, Colt repeaters, or carbines. Dismounted cavalry units are considered *Line* infantry for all purposes (except, of course, they cannot go "into column"), and they fire, engage in melee combat, and move as such. Mounted cavalry suffer a one Column adjustment to the right on the Fire CRT when fired upon (see 7.0). Cavalry units are printed on both sides, each side representing either mounted or dismounted status. To change from one to the other, simply pay the cost in Movement Points (see 6.22) and turn the unit over. For special rules pertaining to the ability of mounted cavalry to charge or retreat before combat, see 16.0.

[6.2] CHANGING FORMATION

[6.21] A unit that is outside the Effectiveness Radius of its brigade commander and not stacked with a division commander in the Initial Command Phase may not change its formation during the ensuing Friendly Movement Phase although it could move one hex in some cases (see 17.11 and 5.2).

[6.22] Units pay costs in Movement Points to change formation. Infantry and artillery units may

change formation at any time during a Friendly Movement Phase (Exception: 6.21), as long as they have the requisite number of Movement Points available. Cavalry units may dismount or mount only at the end of a Friendly Movement Phase provided that they have sufficient Movement Points remaining to perform the operation. Thus, a dismounted cavalry unit that does not have enough Movement Points at the end of the Movement Phase may not mount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagon crew; see 11.1) those Enemy small-arms units may fire at the battery before it changes formation. This fire is a form of withdrawal fire. If, as a result of such fire, the gun crew of the battery is *pinned* or takes a casualty, the battery may not complete its change of formation. This rule may be used regardless of the stacking order (see 8.4) of the artillery unit in its hex, and only the artillery battery is affected (except pinned results).

[6.24] A unit which changes formation in the ZOC of an Enemy unit triggers withdrawal fire from the Enemy unit (see 10.0).

[6.3] UNIT FORMATION EFFECTS ON FIRE COMBAT

[6.31] A unit's formation itself has no effect on defense against fire. Whether a unit is in *Line* or *Column* will affect fire only in that a unit in *Line* will present a different (less vulnerable) facing than a unit in *Column* (see 7.2).

[6.32] Limbered artillery units may not fire.

[6.33] Infantry in *Column* may never fire nor initiate melee. Mounted cavalry may have its strength *doubled* when in melee with infantry (see 16.2).

[6.34] Mounted cavalry units may fire through their one frontal hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Routed units are always considered *enfiladed* when fired upon.

[7.0] FACING

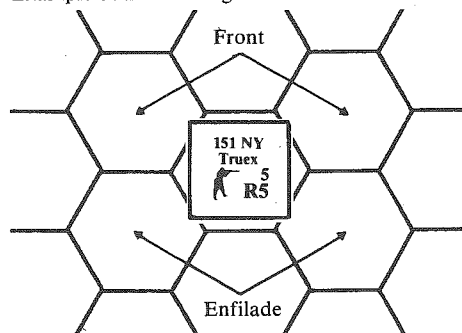
GENERAL RULE:

All infantry, artillery and cavalry units have a specific facing dependent on their formation. *Line* infantry, dismounted cavalry and unlimbered artillery have three hexsides which are considered to be "Frontal" hexsides, and three which are "Enfilade" hexsides (see following illustration). The "front" of each unit is the top of each unit counter, the top hexside and the hexsides to either side of that top hexside. The three rear hexsides are the "enfilade" hexsides. Infantry in *Column*, supply wagons, mounted cavalry, and limbered artillery are always considered *enfiladed* whenever fired upon regardless of the direction of the fire. Mounted cavalry have one frontal hexside, the hex directly at the top of the unit, which they may fire through if armed with pistols, carbines, or Colt repeaters. All other types of units have no facing and thus are considered to present frontal hexsides at all times.

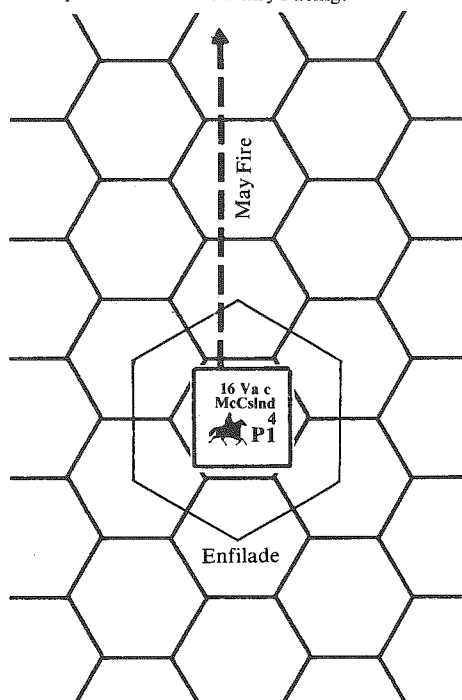
PROCEDURE:

Each unit is so oriented that the top of the unit counter is facing toward a specific hexside and is not situated between two adjacent hexsides. All units stacked in the same hex at the end of a Movement Phase maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.

Example of Line Facing:



Example of Mounted Cavalry Facing:



CASES:

[7.1] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit may move into any adjacent hex regardless of which hex it was facing before it moved. However, a unit must be faced toward the hex (i.e., the top of the counter pointed toward the hex) that unit is to enter (before it is moved into a hex). Thus, a unit may never "back" into a hex. This is important when resolving withdrawal fire (see 10.1).

[7.12] There is no cost in Movement Points to change facing. All units may change facing freely throughout the Friendly Movement Phase. Changing facing is not movement; therefore, units normally restricted in movement (out of Command Radius, for example) may still change facing during their Movement Phases. There is no restriction as to the number of hexsides which may be turned.

[7.13] A unit may change facing only during a Friendly Movement Phase, or after melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] The Stacking Restrictions Chart (8.18) delineates the maximum number of Strength Points and/or batteries which are stacked in the same hex that may fire out of that hex through a given hexside at the same target or at different targets. The key word in this rule is "hexside": all limits apply to fire through a hexside. **Example:**

Three infantry regiments worth "3" points each are in a clear hex. Only four of these nine points may fire through any one hexside. Four more points (out of the remaining five) may fire through a different hexside, while the last remaining point may fire through the remaining frontal hexside. If one of those units was artillery, four of the infantry points plus all of the guns could fire through the same hexside (see 9.3).

[7.22] Units may fire through only their frontal hexsides.

[7.23] Units may be fired upon through any hexside. A unit which is fired upon through one (or more) of its rear hexsides is enfiladed (see 7.0, General Rule). A unit which is enfiladed by at least one firing Enemy unit has the total Fire Strength being directed against it adjusted one column to the right (in favor of the firing Player). If a Line of Fire bisects a frontal hexside and an enfilade hexside, the unit is considered to be fired on through its frontal hexside.

[7.3] EFFECTS OF FACING ON MELEE

[7.31] A unit may advance only through one of its frontal hexsides into a hex to melee one or more Enemy units.

[7.32] Other than the provisions of Case 7.31, facing has no effect on melee combat. The facing of any units in melee combat may be rearranged by the owning Player(s) when melee is concluded.

[8.0] STACKING

GENERAL RULE:

Generally, units may move through other, Friendly units freely (with the exception of units in Column, mounted cavalry, and limbered artillery; see 6.11). There is no cost in Movement Points to stack or unstack, and stacking restrictions apply only at the end of a Movement or Combat Phase.

CASES:

[8.1] UNIT STACKING RESTRICTIONS

[8.11] The number of units and Combat Strength Points that may occupy any single hex at the same time is dependent on the type of terrain and, for infantry, whether or not the unit is in Column. The Stacking Restrictions Chart (8.18) lists all the limits.

[8.12] For purposes of stacking, the Combat Strength Points of a unit (unadjusted by terrain, etc.) is its number of Stacking Points, with the exception of supply wagons, which are worth four Stacking Points and batteries which are worth one (see 8.13).

[8.13] The number of artillery batteries that may be stacked in a given hex is listed on the Stacking Restrictions chart (8.18). Batteries may be stacked with infantry and other unit types in the same hex; each battery counts for one Stacking Point.

[8.14] Leaders and markers never count against stacking restrictions. Any number of these counters may be in any one hex.

[8.15] A unit may not retreat into or through a Friendly *occupied* hex. If a retreating unit is forced to enter a Friendly-occupied hex, the other units in that hex are displaced and must then undergo a morale check (see 14.3).

[8.16] An infantry unit in Column formation may never move into a hex containing any other combat unit.

[8.17] Mounted cavalry units may never move into a hex containing any other unit *except* other mounted cavalry units and leaders.

[8.18] **Stacking Restrictions Chart**
(see mapsheet)

[8.2] EFFECTS OF STACKING ON COMBAT

[8.21] Only the top-most infantry or cavalry unit in a stack takes losses when the hex is fired on. However, if a combat result calls for losses greater than the number of Strength Points possessed by the top unit, the remainder of losses must be taken from the next infantry or cavalry unit in the stack. Thus, if a "1" Strength Point (SP) infantry unit is stacked on top of a "3" SP unit and the units undergo fire with a casualty result of "2," the top unit is eliminated and the bottom unit loses one Strength Point. Artillery only incur losses if no infantry or cavalry units are present in the hex. **Exceptions:** See 6.23 and 8.22.

[8.22] If a stack of units is fired upon by artillery at a range of three hexes or greater, the artillery fires separately at (and the die is rolled once for) each unit in the hex, top unit first. Any result to one unit affects only that unit. If a unit is routed as a result of combat, all units in the hex must undergo morale checks, even if they do not suffer any losses. All units in the hex take fire before checking for rout.

[8.23] For purposes of Case 8.22, the density rules in 8.3 apply to each individual unit even though they are being affected individually. Thus, if three units, each with 4 Points, were fired on (as in the above Case), when checking for results the Player would adjust two columns to the right for density, even though the individual units are only worth 4 Points. (The stack consists of 12 Points). See also 9.42.

[8.3] DENSITY AND FIRE COMBAT

[8.31] The number of Strength Points in a hex may affect the efficiency of Enemy fire. The more "crowded" the hex, the more effective the Enemy fire will be.

[8.32] In determining the column for Fire Strength on the Fire Combat Results Table, the Player must consult the Density Adjustment Chart (8.35). He looks under the column with the correct number of Strength Points in the hex, and makes any Column adjustment as given.

[8.33] For the purposes of density each artillery battery is worth only one Strength Point. Thus, an infantry regiment of "4" plus a battery with six guns would still be worth only 5 Points for purposes of density.

[8.34] For density purposes a supply wagon is worth four Stacking Points. Leaders and markers have no effect on density.

[8.35] **Density Adjustment Chart**
(see charts and tables)

[8.4] STACKING ORDER

[8.41] Units may stack, or change their stacking order, only during a Friendly Movement Phase, with one exception: If the top unit runs out of ammunition (see 11.0), the Player may change the stacking order at the end of the Fire Phase in which depletion occurred. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must maintain the same facing. Units moving into a hex assume the facing of the unit in the hex.

[9.0] FIRE COMBAT

GENERAL RULE:

Combat units may fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fire occurs during the Offensive and Defensive Fire Phases within each Player-Turn. Fire may also be triggered during the Movement Phase (if a unit withdraws or changes formation) and during the Retreat Before Melee Phase (if a unit retreats). The Fire Combat Results Table has two rows on it, one used for small-arms fire and artillery fire against artillery or supply wagons and the other used when artillery fires on infantry or cavalry. Units are never required to fire.

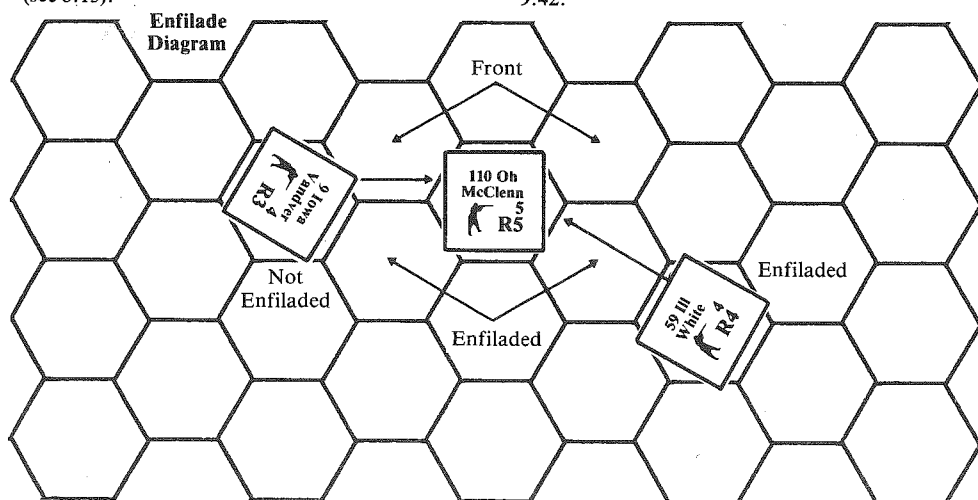
PROCEDURE:

The firing Player announces which of his units are firing on a given Enemy unit. The Combat Strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects Chart details the effect of range on each weapon type. The Combat Strengths of all firing units are totaled together, after the effects of range have been applied. The Total Fire Combat Strength is then located on the Fire Combat Results Table. The CRT column may be modified to the left or right as a result of the defending unit's facing, formation, and the terrain it occupies. A die is rolled and the result of that combat is indicated at the intersection of the CRT column and the row corresponding to the die roll result. After results are applied, a morale check (see 9.8) may be required.

CASES:

[9.1] COMBAT STRENGTH

Each combat unit has its initial Combat Strength and weapon type printed on the counter. As a unit suffers losses, Combat Strength Markers are placed under the unit to indicate its Current Strength (see 3.32). The Combat Strength of a fir-



ing unit may be affected by the range of the unit from its target. The effects of range are summarized in the Range Effects Chart (9.25).

[9.11] Combat Strength Markers are neutral and may be used by both sides. The Combat Strength represents the unit's current manpower, fire strength, melee capabilities, and stacking points.

[9.12] All infantry units and dismounted cavalry have a Fire Strength and Melee Capability equal to their Combat Strength. This is the *Current Strength*, not the Initial Strength given on the counter, although the two can be the same. (See 6.14 and 16.2 for mounted cavalry.)

[9.13] All artillery units have a Fire Strength equal to their Combat Strength value (as modified by their gun crew status); however, melee involving an artillery unit is resolved against its crew. A crew has a Melee Strength of "1" when at full strength and "0" when at reduced strength. (Since melee combat is differential, the "0" can be used mathematically). Artillery crews may never initiate melee; they use their Melee Capability only to defend against melee (see Case 12.25).

[9.14] Artillery fire against infantry or cavalry units is resolved using the Grapeshot row of the CRT. Artillery fire against artillery and supply wagons is resolved using the Small Arms and Counter-Battery row of the CRT (see charts and tables).

[9.15] Units armed with small-arms weapon types always resolve fire combat on the Small-Arms and Counter-Battery Fire row of the CRT.

[9.16] **Fire Combat Results Table**
(see charts and tables)

[9.2] WEAPON TYPE AND RANGE

[9.21] The type of weapon fired by each individual unit is noted on the counter for that unit. Units that have no weapon type may not engage in fire combat. The different weapon types are listed on the Range Effects Chart (9.25).

[9.22] A unit's weapon type delineates how far and how effectively it may fire.

[9.23] Each weapon has a maximum range (in terms of hexes) at which it may fire at an Enemy unit. This range is found on the Range Effects Chart (9.25). No unit may fire at an Enemy unit that is outside the maximum range for that weapon. Calculate by counting the distance, in hexes, from the firing hex to the target hex. The firing unit's hex is not counted as part of the range figure; the target hex is counted. A unit's Fire Strength can be greatly affected by range.

[9.24] Adjacent opposing units may always engage in fire combat against each other, or they may fire at other, more distant units.

[9.25] **Range Effects Chart**
(see mapsheet)

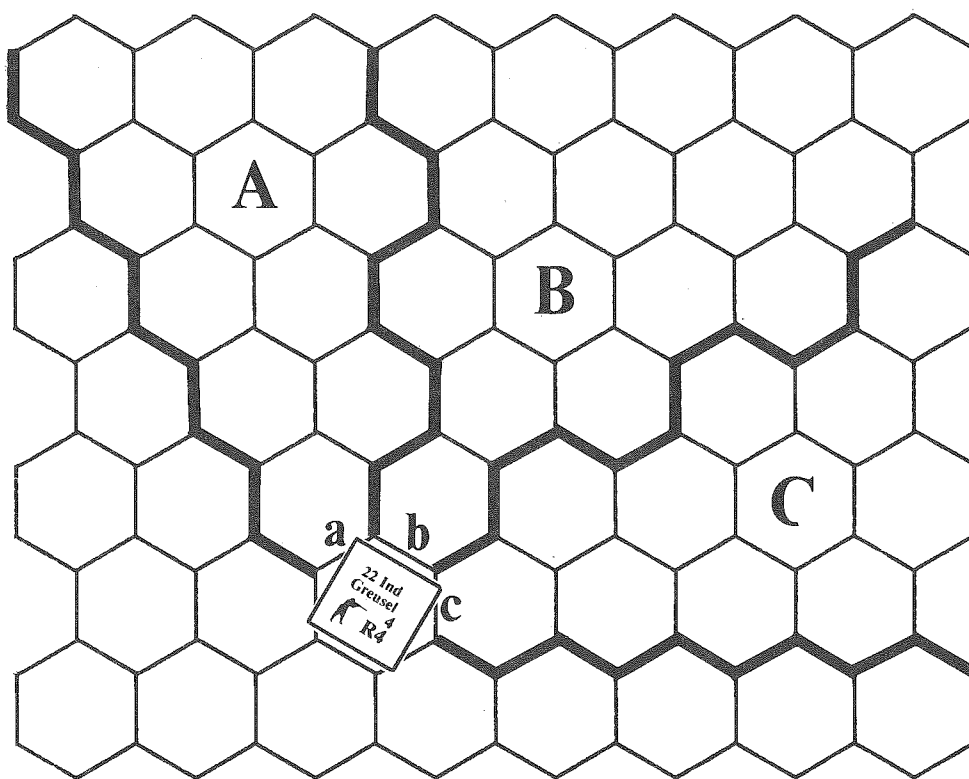
[9.3] FIRE STRENGTH PER HEXSIDE

The number of Combat Strength Points that may fire out of (not into) a given hex is limited to the number of frontal hexsides available to fire through. Four Strength Points may fire out of a given hex through any one of its frontal hexsides.

[9.31] The four Strength Points that may fire through a hexside are "Pre-Range Effects Modification Strength Points." Thus, the 4 Points may be doubled, halved, etc. as an effect of range.

[9.32] Artillery is not limited to the number of Strength Points of fire per hexside. Thus, all batteries in a hex may fire out of one hexside (see 7.21).

[9.33] Hexside Fire Zone Diagram



[9.4] MULTIPLE UNIT FIRE

[9.41] In fire combat, units firing from different hexes at the same Enemy hex must combine their Fire Strength into one total. Each unit's Fire Strength is computed separately for range, and then all are added together. Infantry Fire Strength and Artillery Fire Strength are never added together; these units always fire separately.

[9.42] When a unit is fired on by both artillery and small-arms, both attacks are resolved before any resulting casualties are applied. (This can be important because the chance of causing a casualty is affected by the *density* of Combat Strength Points in the hex.) All casualties (if any) from both fires are then applied before resolving a morale check, if necessary (see 13.2). (Thus, a unit does not "escape," for example, artillery fire because small-arms fire causes it to rout and run away.)

[9.43] During a Fire Phase, small-arms fire (infantry, etc.) generally affects only the top infantry or cavalry unit in a stack (see 8.21).

[9.44] No unit may be fired upon more than once in any given Fire Phase by small-arms fire, and no unit may be fired upon more than once in a Combat Phase by artillery. A unit may be fired upon by small-arms fire and artillery in any one Fire Phase, but only once by each (exception: 10.2).

[9.45] No unit may fire its entire Fire Strength more than once in any given Fire Phase (Exception: See 10.2). However, within any given Fire Phase a unit may choose to split its Fire Strength, directing it at any number of target hexes, as long as the total Combat Strength is not exceeded and the rules of facing are observed. **Example:** An infantry regiment with a strength of 3 may fire with a strength of 1 at three different Enemy hexes or it may fire with a strength of 2 at one hex and 1 at another. Note that the Current Strength is divided, not the Final Fire Strength (which may be the Current Strength augmented by terrain, range, etc.). **Example:** A battery composed of 6 guns can fire at an Enemy unit that is adjacent and one that is ten hexes distant. Four guns (HB) fire at the nearer target (at an

Effective Strength of $4 \times 10 = 40$) and two guns fire at the other target (at an Effective Strength of $2 \times \frac{1}{2} = 1$).

[9.46] In splitting units' Fire Strengths, the Combat Strength may not be so divided as to make the Final Fire Strength against any one hex less than 1. **Example:** A battery of six guns could not fire at six individual targets sixteen hexes distant, because the Final Fire Strength would (theoretically) be halved for each of those targets. The battery would have to split its fire among only three of the regiments to produce the necessary one-Point-minimum-per-target. This restriction applies only when splitting Fire Strength; a unit may always fire its whole Strength — no matter how much it is reduced — at a single target.

[9.5] TERRAIN EFFECTS ON FIRE COMBAT

The various terrain features on the map have an effect on the ability of units to withstand fire. A defending unit may derive the benefit of terrain as long as at least one of the firing units is firing through or into that terrain.

[9.51] In fire combat, terrain benefits may adjust the total Fire Strength Column to the left. Effects of terrain are cumulative, but the final net adjustment on the CRT may never be more than two columns in any direction. Thus, you may adjust three to the left and one to the right for a cumulative change of two to the left; but you could not adjust three to the left, as a final result. The CRT column is never adjusted to the left of the last column, and a unit(s) firing with more than 51 Strength Points fires in the "51+" column.

[9.52] A unit adjacent to a crest hexside which is fired on through that crest hexside, derives a defensive benefit from the crest if the firing unit occupies a lower elevation. The Total Fire Strength Column on the Fire CRT is adjusted one column to the left. This benefit is derived if any of the firing units fire through the crest hexside.

[9.53] Units in woods hexes that are fired upon derive a defensive benefit. The Total Fire Strength Column is adjusted one to the left.

[9.54] Roads and pikes have no effect on combat in any way. For any terrain effects, refer to the other terrain in the hex.

[9.55] Other terrain effects on fire (if any) are detailed in the Exclusive Rules.

[9.56] **Terrain Effects on Combat Chart**
(see mapsheet)

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units may fire only through their frontal hexsides; however, they may be fired on through any hexsides. Units fired upon through their rear (enfilade) hexsides have the total Fire Strength Column adjusted one to the right (see 7.2).

[9.62] Infantry units in Column and limbered artillery may never fire in any Phase. Mounted cavalry may only fire if armed with pistols, carbines or Colt repeaters and then only through their one frontal hexside (see 7.0).

[9.7] LINE OF SIGHT (LINE OF FIRE)

The ability of a unit to fire from the hex it is in to some other hex depends on the terrain between those hexes along the Line of Sight (LOS). An LOS can either be clear or blocked; "having a clear LOS" is defined as the ability to see the target. An LOS is represented by a straight line drawn from the center of the firing unit's hex to the center of the target hex. The LOS may only be blocked (depending on elevation) if it passes through a blocking hex or through a blocking hexside which is not common with or adjacent to either the firing unit's or the target's hex. **Note:** A clear LOS always exists out of a blocking hex containing a firing unit, and into a blocking hex containing a target unit, but generally not (depending on elevation) through a blocking hex. An LOS running along a hexside is blocked only if *both* hexes are blocking terrain.

[9.71] Types of blocking terrain are listed on the Terrain Effects on Combat Chart (9.56). In addition, units, Friendly or otherwise, are considered blocking terrain. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[9.72] For purposes of determining LOS, Ground Level is considered to be zero feet high. Trees are considered to be 20 feet high, infantry, artillery and dismounted cavalry five feet high, and mounted cavalry and supply wagons ten feet high. Other heights (if any) are specifically indicated on the map.

[9.73] The Line of Sight Algorithm and the Line of Sight Gauge

Players may determine the Line of Sight in two ways: they may use the basic algorithm (mathematical expression of the Line of Sight) or they may use the Line of Sight Gauge, which is a graphic representation of the algorithm. Usually, Players will find themselves using the algorithm only to check the occasional "close call" on the gauge.

1. The Basic Algorithm Procedure

A clear Line of Sight exists only if:

$$\frac{H}{D} \text{ is equal to } \frac{hp - 5}{dp}$$

H = Height (in feet) of higher position minus height of lower position.

D = Distance (in hexes) from higher position to lower position.

hp = Height (in feet) of potential obstacle minus height of lower position.

dp = Distance (in hexes) from potential obstacle to lower position.

2. Line of Sight Gauge Procedure

Note that heights are expressed in increments of five feet. Horizontally, distance is measured in undivided yard increments (corresponding to the hexes). On the zero distance line, locate the height of the higher position. Measuring from this point (horizontally, in hexes) locate the height of the lower position. Connect these two points with a straight edge (a transparent plastic ruler is ideal). Now locate the height and distance of any suspected obstacle. Remember that a man adds 5 feet to the height of any level and a woods hex adds 20 feet to the height of any obstacle. If the obstacle is higher than the Line of Sight at the point of intersection, then the Line of Sight is blocked. If the Line of Sight exactly intersects the obstacle, or passes over it, then the Line of Sight is not blocked. If there is any doubt, Players should resort to the algorithm. Note that, technically speaking, the Line of Sight could pass as much as five feet below the obstacle and still not be blocked (this accounts for the average height of a man's musket and the target above the terrain on which the soldiers stand).

[9.8] RESULTS OF FIRE COMBAT CASUALTIES

Each casualty *number* on the Fire CRT's represents a Strength Point of men killed or one gun destroyed, depending on which type of unit is defending. The other results are "P/R" (Pin/Rout), "P" and "R" which restrict an affected unit's actions.

[9.81] When the Fire CRT yields a numerical casualty and the target unit is infantry or cavalry, that unit has lost that number of Strength Points. The Player adjusts his Strength Counter and records the loss on his OB Roster. (However, see 9.42). Players should keep an accurate count of losses as they are important for determining who wins the game. A morale check for the affected unit must be made (see 13.0).

[9.82] If an artillery battery is hit by small-arms fire, only the crew is affected. If a battery suffers a result of "1," the gun crew counter is flipped over to its Reduced Strength side; another Point loss and the crew is eliminated. Guns themselves are affected only by artillery fire and each Point in a given result eliminates a gun.

[9.83] When a Pin/Rout (P/R) result is obtained, the Player owning the affected unit must determine which will apply. To do so he first notes the unit's morale (Case 13.1), rolls one die and compares the die roll to the Morale Rating. If it is higher than the Morale Rating, the unit is *routed*; if it is the same as or lower than the rating, the unit is *pinned*. When rolling for P/R results, if the unit has been enfiladed add *one* to the die-roll, and subtract *one* if the unit is stacked with a leader (regardless of the number of leaders); see 17.4.

Pin

[9.84] When a unit is pinned, place a PIN marker on top of all the units in the hex the pinned unit occupies. Units in a pinned hex may not move (except to retreat as a result of Melee; not before); nor may they fire in a Friendly Offensive or Defensive Fire Phase. Pinned units may use withdrawal fire (10.1) and retreat fire (10.2). They may not initiate melee, although they may engage in melee when so attacked. They may not retreat before melee. Pinned units have a Zone of Control. If any unit in a stack becomes pinned, all units in that hex are pinned.

Routed units may become pinned (and remain routed). Pinned units may change facing but they may not change formation.

[9.85] PIN markers are removed in the Friendly Rally Phase before units are rallied. Once a pinned unit is meleed, it becomes unpinned. Remove the PIN marker from that unit.

[9.86] Leaders may be killed or wounded by Enemy fire (see 17.7). A leader may be pinned, but the leader does not lose his Effectiveness Rating as a result of such a pin. He simply cannot move (except to retreat as a result of melee).

[9.87] A combat result of "P" or "R" requires a morale check for the affected unit. A die is rolled; if the result is *greater* than the unit's morale, it is pinned or routed, respectively. If the result is the same or lower than the unit's morale, there is no effect.

[9.88] Some numerical results are followed by an asterisk (*), which indicates that the affected unit may also become pinned. After the casualty is recorded, a morale check is executed for that unit. If the unit routs, no further action is taken. If the unit does not rout, a second die is rolled; a result greater than the unit's morale level results in the unit being pinned. A result equal to or less than the unit's morale level has no effect.

[10.0] ZONES OF CONTROL

GENERAL RULE:

All infantry units in Line formation, dismounted cavalry, and unlimbered artillery units have a Zone of Control extending into three hexes adjacent to their frontal hexsides. Supply wagons and leaders have no ZOC's. Mounted cavalry exerts a ZOC into all six adjacent hexes. The ZOC's of these units affect withdrawal, retreat, supply, and command. **Exception:** Mounted cavalry ZOC's affect the withdrawal and retreat only of mounted cavalry units (also, see 9.62 and 16.36).

CASES:

[10.1] WITHDRAWAL FIRE

If a Friendly unit leaves an Enemy-controlled hex during the Friendly Movement Phase or the Friendly Retreat Before Melee Phase, the Enemy unit exerting that ZOC may fire at the moving unit before it leaves the hex.

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex; i.e., the range is one hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units may fire withdrawal fire any number of times, subject only to possible ammunition depletion.

[10.13] If there are two (or more) units in the same hex in the ZOC of an Enemy unit and they both wish to withdraw, the Enemy unit may fire once at the stack.

[10.14] If there are two (or more) units in a stack and some (but not all) of the units wish to withdraw, they may do so *without* being fired upon; however, in such a case, the unit(s) remaining in the hex suffers withdrawal fire. In effect, they are covering for the withdrawing unit(s).

[10.15] A unit suffering casualties during withdrawal fire is treated as if it had suffered casualties during any regular Fire Phase; the owning Player must roll for possible rout or leader loss, etc. If a unit suffers a pinned result in withdrawal, it may move one hex and then it becomes pinned. **Important Exception:** See 12.88.

[10.16] A unit may withdraw from an Enemy ZOC through any hexside it wishes, as long as it does not enter an Enemy-occupied hex. However, if in withdrawing the unit presents its enfilade hexsides to the firing unit, the unit firing withdrawal fire then gets the benefit of enfilade fire (see 7.11). **Note:** A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire takes place in the Movement Phase and the Retreat Before Melee Phase, not during any Fire Phase. (A unit that is in the ZOC of an Enemy unit during a Fire Phase and is forced to retreat out of the ZOC during that Fire Phase does not suffer withdrawal fire). Withdrawal fire is not considered part of any Fire Phase, and units that use withdrawal fire may fire regularly during any Fire Phase in that Player-Turn. Withdrawal fire is, in effect, a free shot. **Note:** Remember to check for ammunition depletion.

[10.18] Leaders that withdraw from an Enemy ZOC do not trigger withdrawal fire.

[10.19] When a unit triggers withdrawal fire, it may be fired on once by every eligible Enemy unit. There is no limit to the number of Enemy units which may fire at a withdrawing unit (provided each Enemy unit is eligible). A single Enemy unit may perform withdrawal fire as many times as there are Friendly units which trigger such fire.

[10.2] RETREAT FIRE

A unit that is forced to retreat into the ZOC of an Enemy unit, other than the unit which caused the retreat, may undergo *retreat fire*. The procedure for retreat fire is the same as for withdrawal fire (10.1) with two exceptions: units entering the ZOC trigger the fire, as opposed to units leaving the ZOC (as in withdrawal fire), and retreat fire may occur during the Combat Phase. Each time a unit retreats into the hex of a different Enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit may be fired on by several Enemy units as it retreats. Retreating routed units that suffer casualties from retreat fire do not roll for additional rout. Enemy units firing on retreating units may only fire once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion. Retreat fire, like withdrawal fire, is considered a free shot.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY

Units attempting to trace a Line of Supply to their supply wagons (11.23) may not trace this line through an Enemy ZOC, unless the hex is occupied by a Friendly unit.

[10.4] EFFECT OF ZOC ON LEADER CONTROL

Units attempting to trace a leadership radius from a leader to a unit (or another leader) may not trace this line through a hex in an Enemy ZOC unless the hex is occupied by a Friendly unit.

[10.5] EXTENT OF ZONES OF CONTROL

ZOC's do not extend through impassable hexsides. The presence of a Friendly unit negates an Enemy ZOC for purposes of supply and leadership lines. However, the presence of a Friendly unit does not negate an Enemy ZOC for purposes of withdrawal or retreat fire.

[11.0] AMMUNITION SUPPLY

GENERAL RULE:

All units capable of fire combat are subject to ammunition depletion. Artillery ammunition depletion

is represented by the number of rounds fired as compared to the total rounds available. When no more rounds are available, artillery may not fire. Small-arms units suffer ammunition depletion as a result on the Fire CRT. These units may be resupplied by being within supply range of a supply wagon. Units that are out of ammunition (ammo depleted) have no ZOC's except for purposes of negating supply and leader effectiveness lines.

CASES:

[11.1] SUPPLY WAGONS

Supply wagons are considered combat units although they are restricted in their capabilities. A supply wagon has two possible statuses; *crewed* and *uncrewed*. The front of the counter shows the wagon and its crew. The crew has its weapon type, morale, and Combat Strength indicated in the same manner as an infantry unit. If the crew is killed or routs away from the wagon, the Wagon Counter is turned over to indicate its uncrewed status, and a Wagon Crew Counter is placed on the map if a rout is called for. An uncrewed supply wagon may not be used to resupply units.

[11.11] A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the map if the crew routs.

[11.12] Supply wagon crews suffer casualties only from small-arms fire, though they may be pinned or routed due to artillery fire. Supply wagons are affected only by artillery fire.

Small-Arms Fire Results:

PIN: The wagon is pinned, and may not resupply units or move.

ROUT: The crew routs. A Wagon Crew Marker is used and the crew routs three hexes. The Wagon Counter is turned over to show that it is crewless.

"1," "2," etc.: The crew is eliminated and the wagon is turned over to show that it is crewless.

Artillery Fire Results:

Pin and Rout results affect the crew in the same manner as small arms.

"1," "2," etc.: This number is used to determine the column on the Ammunition Loss Table (11.34). A die is rolled and cross-indexed with the column to determine the number of Supply Points the wagon loses.

[11.13] Supply wagons are always independent units.

[11.14] Supply wagons have a stacking value of four points.

[11.15] Supply wagon crews may not initiate melee but may defend against melee. Supply crews may not engage in offensive fire (see 12.14).

[11.16] Supply crews do not have a ZOC and are incapable of retreat and withdrawal fire. They may only fire in the Friendly Defensive Fire Phase.

[11.17] Crewed supply wagons may retreat before melee. In other forms of retreat the crew retreats but the wagon doesn't.

[11.18] A wagon may be recreated if its crew has been eliminated by moving an infantry unit or dismounted cavalry unit onto the wagon and removing one Strength Point from that unit during the Friendly Final Command Phase. The morale and weapon type of the new crew should be noted on the OB Roster. Only one Strength Point may ever be assigned to a wagon and, once assigned, it may not be withdrawn from that wagon and used to augment the strength of another unit.

[11.19] Supply wagons may be captured and recreated by the Enemy Player. Captured wagons

may be used to resupply Friendly units on the Game-Turn after they've been recreated. Only a cavalry or an infantry unit may capture a supply wagon. Should a wagon be captured its former crew is also removed from play regardless of its location on the game map. The crew loss does not count for Victory Point purposes.

[11.2] SMALL-ARMS AMMUNITION SUPPLY

Infantry, dismounted cavalry, and all other non-artillery units (small-arms units) are subject to possible ammunition depletion each time they fire. Ammunition depletion never affects the ability of a unit to move.

[11.21] Each time a small-arms unit fires and a "1" is rolled on the Fire Combat Results Table, there is a possibility of the unit running out of ammunition. The Player rolls again for each unit that fired in that combat result: if the number rolled is "1" or "2," that unit is considered "ammo depleted." An Ammunition Depletion Marker is placed on top of the unit to indicate its status.

[11.22] A unit out of ammunition may move and engage in melee normally. It may not fire under any circumstances until it is resupplied, and has a ZOC for supply and leadership paths only.

[11.23] To be resupplied, a small-arms unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. The route of supply is traced from the unit to the wagon and not vice-versa. The supply line is traced using the Movement Allowance and terrain costs of an infantry unit in Column formation (see 5.19, Terrain Effects on Movement Chart). Note that the unit itself does not move; this is simply a method of determining the distance. The route to the supply wagon may not pass through a hex in an Enemy ZOC (unless occupied by a Friendly unit) or through an Enemy occupied hex.

[11.24] Any number of units may be resupplied during a Friendly Resupply Phase, as long as the requirements of 11.23 are satisfied and the supply wagon has the necessary ammunition. The number of units a given supply wagon may resupply is the number of boxes for small-arms ammo on the OB Roster for that wagon (see 11.1).

[11.25] Neither the wagon nor the unit being resupplied may have moved in that Player-Turn.

[11.3] ARTILLERY AMMUNITION

Each Player is limited in the total number of times he may fire each of his artillery batteries. Each time a battery fires, regardless of the number of guns it has, it uses one round of ammunition. The number of rounds available to each battery is the number of battery ammunition boxes on the Player's Order of Battle Roster for that battery. When the battery fires or otherwise loses a round of ammunition, one box is marked off on the battery's ammunition supply to indicate the battery's correct ammo supply.

[11.31] Each time an artillery battery fires, it expends one round of ammunition. When a battery splits its fire, it expends only one round of ammunition.

[11.32] When a battery runs out of ammunition (i.e., all its ammo boxes have been marked off) it may not fire. Such batteries may receive additional rounds of ammunition as per 11.23 if a friendly supply wagon is available to resupply the battery.

[11.33] Players may transfer rounds of ammunition between friendly artillery batteries of the same weapon type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. In the Resupply Phase of that Game-Turn the owning Player may redistribute the rounds of ammunition between the two batteries.

If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use may be made of captured Enemy guns or ammo. **Exception:** See 11.19.

[11.34] Ammunition Loss Table
(see charts and tables)

[12.0] MELEE COMBAT

GENERAL RULE:

Melee combat represents hand-to-hand fighting that takes place when Friendly units attempt to dislodge Enemy units from a given position. Melee occurs in the Melee Phase when a Phasing Player moves a unit (or units) into an Enemy occupied hex. The ensuing combat is mandatory, and the result is obtained from the Melee Combat Results Table. As a result of melee, units may be captured, suffer casualties, be forced to retreat and possibly be routed, or remain engaged in the melee. Melee may occur only in the Melee Combat Phase; it may never occur during any other Phase.

PROCEDURE:

In order for a unit to melee with an Enemy unit, it must begin the Friendly Melee Phase adjacent to that Enemy unit. Then, in the Melee Phase, it moves into the hex with the Enemy unit. The Melee Strengths of the units are compared, and the resulting combat differential is then used in reference to the Melee CRT. The Melee CRT is a "Differential" CRT. The combat ratio is expressed as a difference between the total Strength Points of the attacker (the Phasing Player) and the total Strength Points of the defender. The defender's points (adjusted for leaders and morale) are always subtracted from the attacker's regardless of who has more points. Thus, a defender with "8" Points attacked by a unit with a total strength of "5" would produce a differential of minus three (-3). Differentials lower than -4 or higher than +7 use the -4 or +7 columns, respectively. Note that a unit may adjust a total of 3 Points: one for terrain, one for a leader, and one for morale.

CASES:

[12.1] DEFINITION OF MELEE STRENGTH

[12.11] Infantry and dismounted cavalry units always melee with their Current Combat Strength (which is the same as their Fire Strength).

[12.12] Artillery batteries melee with the strength of their crew. The Melee Strength of a full-strength gun crew is "1." The Melee Strength of a reduced-strength gun crew is "0." (Remember, melee combat uses a differential, so the "0" may be used as comparison figure.) Note that gun crews may never initiate melee (see 12.25).

[12.13] The Melee Strength of a mounted cavalry unit is its Combat Strength at the time of combat. However, if mounted cavalry is charging (see Case 16.2), their Melee Strength is *double* their Combat Strength.

[12.14] Supply wagon crews melee with a strength of one and may not initiate melee (12.96). There is no half-crew status for wagon crews.

[12.2] RESTRICTIONS ON ABILITY TO ENGAGE IN MELEE

[12.21] To engage in melee, a unit must begin the Friendly Melee Phase adjacent to the Enemy unit that is the object of the melee. Furthermore, it must be able to move into the defending unit's hex through one of the attacking unit's frontal hex-sides.

[12.22] Units may never fire at one unit in a Friendly Fire Phase and then melee with a different unit in the ensuing Melee Phase. A unit can only melee with a unit at which it fired. If it did not fire in the preceding Offensive Fire Phase, it may melee with any unit within the above restrictions.

[12.23] Melee is not mandatory; simply because a unit is adjacent to an Enemy unit does not require it to engage in melee.

[12.24] Infantry in Column may never initiate melee, although they may be meleed by Enemy units. If a unit in Column is meleed, such a unit goes into Line as soon as melee is resolved.

[12.25] Gun and wagon crews may not initiate melee. **Exception:** If a crew is meleed and an "engaged" result is obtained, the crew may melee in its ensuing Friendly Melee Phase.

[12.26] Units that split fire (see Case 9.4) between two or more hexes may melee units in only one of those hexes. Units may not split their Melee Strength between hexes.

[12.3] EFFECTS OF TERRAIN

[12.31] Any units that enter an Enemy-occupied hex for melee purposes by crossing a stream or moving upcrest have one point subtracted from their total Melee Strength.

[12.32] If units are engaged (i.e., "ENG;" see 12.94) in melee, the only terrain effects which may be applied to that melee would be against additional units joining it.

[12.33] A unit may melee into a hex only if it could move into that hex normally.

[12.4] EFFECT OF LEADERS ON MELEE

Leaders have an effect on melee. If a stack of units, attacking or defending, contains a leader or leaders, that stack may add one Point to its total strength. **Example:** An infantry regiment worth 5 is stacked with a leader and melees with an Enemy regiment worth 2, which is also stacked with a leader. The Final Combat Differentials is +3; the 5 unit add 1 for the leader, for a total of 6, but the defending unit also has a leader (2+1=3). Only one leader per side may be used in the melee regardless of the number of leaders in the hex.

[12.5] EFFECTS OF MORALE AND ROUT ON MELEE

[12.51] If a routed unit defends against melee, that unit defends at *one-half* its Current Strength rounded down. Routed units may not initiate melee; if "engaged" in melee, a routed unit must retreat from melee, if possible. If the routed unit cannot retreat from the melee without entering an Enemy ZOC, it is captured.

[12.52] If, in a melee, the unit with the lowest morale in a stack of Friendly meleeing units has a morale rating that is at least two Points higher (better) than the highest morale rating of an Enemy unit that is in the same melee, the Friendly meleeing units add *one* to their strength. **Example:** Two Union units, both with a morale rating of "2," initiate melee against two Confederate units, with morale ratings of "4" and "5." Because the lowest-rated CSA unit (4) is two better than the highest-rated Union unit (2), the Confederate Player adds one to his Melee Strength for that melee.

[12.6] MELEE AND FIRE COMBAT

Neither Player may have a unit fire into a hex in which units are engaged in melee.

[12.7] STACKING IN MELEE

[12.71] The maximum number of units and/or Strength Points that a Player may have conduct a

melee in a single hex is listed in the Stacking Restrictions Chart (8.18).

[12.72] If the defending Player has more units (or Strength Points) than are allowed for melee, the Strength Points over the maximum do not participate in the melee; however, they are affected by such combat in all respects. The attacker may not enter a hex to melee with more Strength Points than are allowed by the Stacking Restriction Chart (8.18).

[12.73] Stacking limits in melee apply to each side separately. Thus, both Players may each have up to the maximum strength limit for that hex.

[12.74] If infantry or dismounted cavalry is stacked with a gun crew in melee, losses are taken from the infantry/cavalry before the gun crew, regardless of the stacking order of the units. Otherwise, losses are distributed at the option of the owning Player.

[12.75] Friendly units occupying different hexes may enter the same hex to melee Enemy units there.

[12.76] Units may not move through a hex where units are engaged in melee.

[12.8] RETREAT BEFORE MELEE

During the Retreat Before Melee Phase, the attacking Player (i.e., the Player whose Melee Phase immediately follows the Current Retreat Before Melee Phase) must announce which defending units he intends to melee. The defending Player must either immediately exercise his option to retreat before melee (if it is available to him), or declare that he will accept the melee.

[12.81] The non-Phasing (retreating) Player may move any units subject to melee one or two hexes away from the hex they are in.

[12.82] Retreating units may not enter an Enemy ZOC.

[12.83] Units that retreat before melee are subject to withdrawal fire. The owning Player must conduct a morale check for retreating units (before melee), regardless of whether or not they are fired upon by withdrawal fire. **Exception:** see 12.84.

[12.84] Mounted cavalry units (see Case 16.1) may retreat before melee without drawing withdrawal fire. They are simply moved the one or two hexes. A morale check is not required.

[12.85] Phasing units may be advanced into a hex vacated by a unit retreating before melee by any units that were going to melee the retreating units. The advancing units are still bound by the Stacking Restrictions Table (8.18). A unit so advancing may not initiate melee in that Game-Turn.

[12.86] Unlimbered artillery may not retreat before melee.

[12.87] A pinned or routed unit may not be retreated before melee.

[12.88] A unit which a Player attempts to retreat before melee which is "pinned" by withdrawal fire may not be retreated. Thus, it is forced to stand and accept a melee attack.

[12.89] A unit may retreat before melee regardless of whether or not it is in command.

[12.9] RESULTS OF MELEE COMBAT

As a result of melee, units/Strength Points of both sides may be captured, suffer casualties, be forced to retreat, or remain engaged.

[12.91] A "K" result on the melee CRT means that one Strength Point from the side affected has been eliminated. A "K" result on an artillery unit results in a loss to the battery's gun crew. If the crew has previously taken one loss, a "K" result eliminates the battery.

[12.92] A result of "R" plus a number (e.g., R2) means that the affected unit(s) must retreat the given number of hexes. At the end of the retreat, the owning Player conducts a morale check. The path of retreat is generally away from Enemy lines and toward one's own lines (see 14.0). Unlimbered artillery units may not retreat, and any such retreat result on the Melee CRT means that all guns, plus the gun crew in that hex have been captured. Units may not retreat into hexes containing impassable terrain, Enemy units or Enemy ZOC's. Units which cannot retreat legally are captured.

[12.93] A result of "C" plus a number indicates the number of Combat Strength Points that have been captured. The affected unit is reduced by that number of Strength Points as if it were a normal casualty, except the loss is recorded on the OB Roster as a capture, not a kill. Captured Strength Points/guns are more costly, in Victory Points, to lose. Prisoners cannot escape nor guns be recaptured. Any "C" results against an unlimbered artillery unit results in all guns and men being captured.

[12.94] A result of "Eng" means that all units in that hex are engaged; i.e., the fighting is still raging. Engaged units may neither fire nor move, nor may that hex be fired upon by other unengaged units. Engaged units have no ZOC's. Leaders that are "engaged" may not rally other units; nor do they have Effectiveness Radii. Other units may not move through a hex containing engaged units, although units may be moved into the hex. A counter indicating that the meleeing units are engaged is placed on the units. In the ensuing Player-Turn, the former defending Player has the following options:

1. He may fight another melee in his Melee Phase with the same units, recomputing the differential, or,
2. He may, within stacking restrictions, bring in more units and fight another melee as in 1; or,
3. He may choose to retreat his engaged units two hexes, checking their morale at the end of the retreat. Units retreated from a melee do not suffer withdrawal fire from the enemy unit(s) with which they were engaged. Note that this is different from retreat before melee. There is no advance by the unit(s) left in the hex. A Player may choose to retreat one or more units. Unlimbered artillery may not be retreated. Option 3 may not be combined with options 1 or 2.

[12.95] A result of "Rpls" indicates that the Phasing Player must retreat 2 hexes, then roll for leader loss on the Leader Casualty Table (17.76), if a leader is present, and then perform a morale check for the affected unit(s). The non-Phasing Player does not retreat although he rolls for leader loss and performs a morale check for his affected unit(s).

[12.96] If a pinned unit, supply wagon, or any artillery unit is involved in melee and the result is engaged, that unit may then melee in its Friendly Melee Phase, as per 12.94. This is an exception to the rule that certain units may not initiate melee.

[12.97] If, in a melee combat, the result is such that both sides are totally eliminated (either through a "K" or "C," etc.), ignore that result and consider the units engaged.

[12.98] **Melee Combat Results Table**
(see charts and tables)

[13.0] MORALE AND ROUT

GENERAL RULE:

Each combat unit possesses a morale rating. A unit's Morale Rating is used for two purposes: ad-

justing melee strengths and determining whether or not a unit will rout. A morale check must be made for a unit each time it suffers a casualty (e.g., "1"), "R," "P/R," or #* result on the Fire Combat Results Table, and whenever it retreats before melee or receives an "R" result in melee. Routed units are forced to retreat and they remain routed until rallied. Routed units are restricted in what they can do.

CASES:

[13.1] MORALE RATINGS

[13.11] Each combat unit has a Morale Rating, consisting of a number from "5" (best) to "1" (worst); see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of "?". These units are considered "green" (see 13.14).

[13.13] Numbered Morale Ratings are permanent; they never change.

[13.14] Green units (those units with a "?") Morale Rating have an unknown Morale Rating. It remains unknown until such a unit has its first taste of combat (known as "Seeing the Elephant"). When a green unit "Sees the Elephant" for the first time (i.e., something happens that requires the owning Player to conduct a morale check or the unit is involved in melee combat), the Player immediately refers to the Seeing the Elephant Table (13.15). He then rolls two dice to determine the Morale Rating of the green unit. The Morale Rating is now the permanent rating for that unit; it should be recorded on the OB Roster.

[13.15] **Seeing the Elephant Table**
(see charts and tables)

Rout

[13.2] WHEN UNITS ARE ROUTED

[13.21] When there is a possibility that a rout will occur, the Player with the affected unit checks the Morale Rating of the unit (remember 13.14) and rolls a die. If the number rolled is greater than the unit's Morale Rating, that unit has routed. A Rout Marker is placed on a unit that is routed and removed when it is rallied.

[13.22] All casualties are taken prior to determining rout.

[13.23] If a unit is stacked with a leader, subtract one from any morale check die-roll.

[13.24] If a unit has suffered *greater than 50%* losses (from its initial strength) add one to the die-roll.

[13.25] Unlimbered guns never rout. However, their crews may rout, thus abandoning the guns (see 15.16).

[13.26] Any time a unit's morale is checked as a result of Enemy fire, and that unit has been enfiladed by the Enemy fire, add one to that morale check die roll result.

[13.3] EFFECTS OF ROUT

[13.31] Units that are routed *must* retreat three hexes (not an expenditure of Movement Points), in addition to any other retreats that may have been mandated in that Combat Phase. Units unable to retreat those three hexes for any reason (terrain or Enemy units) are captured.

[13.32] Routed units may not engage in any kind of Fire Combat. They may not initiate melee and if forced to melee they melee at half-strength (rounded down). Routed units have a Movement Allowance of one hex per turn, regardless of terrain cost. Routed units may not retreat before melee, and they have no Zone of Control.

[13.33] A unit that is routed and suffers additional casualties while in a state of rout will rout again. Routed units suffering a second rout result (e.g., from a P/R result on the Fire CRT) must retreat an additional three hexes, remaining routed. Routed units that become pinned are both pinned and routed; but a pinned unit that routs is no longer pinned—it is routed.

[13.34] Leaders are never routed. They are not affected in any way by a rout result. (However, see 13.43).

[13.4] EFFECTS OF STACKING ON ROUT

[13.41] If there is more than one unit in a hex for which a morale check is necessary, each unit is checked separately.

[13.42] If only the top unit is affected by the combat (as in fire), that unit's morale is checked first. If there is no rout, the morale of the units beneath it is not checked. If the top unit routs, the morale of all units under it must be checked. Furthermore, if the top unit is eliminated entirely, the morale of the unit beneath it must be checked as if it were the top unit.

[13.43] All units in a hex receive the benefit of any leader in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with the unit beneath (and take their chances there).

[13.44] If a stack suffers casualties from artillery firing from a range of three hexes or greater, the morale of all units in the hex is checked.

[13.5] RALLY

[13.51] Routed units remain routed until they are rallied in a Friendly Rally Phase.

[13.52] Non-independent units (except batteries) are rallied under the following circumstances:

1. They are stacked with any Friendly leader; or
2. They are within the Effectiveness Radius of the brigade commander for that unit and that brigade commander expends a Rally Point (see 17.13) to rally that unit.

[13.53] The Effectiveness Radius may not be traced through Enemy combat units, Enemy ZOC's (although the presence of a Friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[13.54] Routed artillery gun crews, supply wagon crews, and independent units may rally without leaders. If such a unit has been routed, the Player rolls one die during the Rally Phase. If the die roll result is higher than the unit's Morale Rating, the unit remains routed. Otherwise, the unit rallies. Thus, an independent unit with a Morale Rating of "4" would be rallied on a roll of "4" or less. Leaders may rally these unit types only by being stacked with them in the Rally Phase.

[14.0] RETREATS

GENERAL RULE:

Units may be forced to retreat as a result of rout or as a direct result from the Melee CRT. The number of hexes retreated depends on the combat result that applies. Players must observe certain restrictions when retreating units.

CASES:

[14.1] RESTRICTIONS ON RETREATS

A unit may not be retreated through an Enemy unit or an impassable hexside. If unable to retreat because it is completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.

[14.2] RETREATING THROUGH ENEMY ZOC'S

Units may be retreated through or into hexes in Enemy ZOC's. However, they may thereby be subject to retreat fire (10.2). **Exceptions:** See 12.82 and 12.92.

[14.3] PRESENCE OF FRIENDLY UNITS AND RETREAT

A unit may not be retreated through a hex containing a Friendly unit if there is another path open to it (unless that path includes a hex(es) in an Enemy ZOC). If the unit must be retreated onto or through a Friendly unit, that Friendly unit is retreated one hex and the owning Player must conduct a morale check. (If the unit retreated onto is already routed, it "routs" again and must be retreated an additional three hexes). The retreat must be onto a vacant hex if possible; if not, the third unit in turn is retreated one hex and the owning Player must conduct a morale check for that unit. In this manner, a "chain reaction" of retreats and routs is theoretically possible. Artillery crews retreat away from their unlimbered batteries when forced to retreat. The battery remains in the hex unless captured by the Enemy. If a stack is displaced, a morale check is performed on the top unit. If it does not rout, the other units need not make morale checks.

[14.4] THE PATH OF RETREAT

All retreats are conducted by the owning Player. In determining the path of retreat, Players should attempt to follow the terrain of least resistance, (i.e., the "cheapest" in terms of Movement Points), away from Enemy and toward their own lines. The retreating unit must always end its retreat the number of hexes it is mandated to retreat away from the hex in which it began the retreat. It may not enter the same hex twice during any one retreat. In anomalous situations use common sense; however, the retreating Player has the final say. Players should note here that there is usually no advance after retreat by a Friendly unit into an Enemy-vacated hex, unless such retreat is a retreat before melee (see 12.8). The specifics of retreat paths are described in the Exclusive Rules.

[15.0] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE

GENERAL RULE:

Artillery units may either move or fire in any one Player-Turn. They may not do both. Once an artillery unit has fired, it may not move, and once an artillery unit has moved, it may not fire. However, if an artillery unit does not move but changes formation (from limbered to unlimbered), it may fire.



CASES:

[15.1] ARTILLERY GUN CREWS

Each artillery unit includes a battery crew. These are men who actually service and fire the cannon. Artillery crews do not count for stacking and are considered line infantry for all purposes (see 6.13).

[15.11] Gun crews suffer casualties only as a result of melee or small-arms fire, though they may be routed or pinned as a result of artillery fire. Combat results achieved by artillery fire affect the guns only, leaving the gun crew intact.

[15.12] Each gun crew can sustain a maximum of two step-losses. When a battery's gun crew takes a 1 Strength Point loss, that battery's crew counter is turned over to the 1/2-crew side. When the gun crew loses a second Strength Point, the crew is eliminated and the battery is removed from play and considered eliminated (not captured) for Victory Point purposes.

[15.13] When a gun crew is at one-half strength, the current fire strength of the battery is halved (round fractions up). A battery with a 1/2 crew may limber, move, and unlimber normally.

[15.14] The Melee Strength of a battery is "1" with a full crew and "0" with a 1/2 crew (see 12.12).

[15.15] Gun crews may not be transferred from unit to unit or replaced in any way.

[15.16] When an unlimbered artillery crew is routed, the crew routs but the guns remain original hex. When limbered the entire battery is moved in rout movement.

[15.2] EXPLODING CAISSONS

Any time that an artillery battery is hit by artillery fire and suffers a loss of "1," "2," etc., there is a chance that some ammunition is lost, too. (The shells hit the caissons, blowing up the ammo.) In such a case, the Player suffering the loss rolls a second die; if he rolls a "1," then a caisson has been hit. The Player now rolls one die again; the resultant number is the number of Ammunition Points lost.

[16.0] SPECIAL CAVALRY RULES

CASES:

[16.1] CAVALRY RETREAT BEFORE MELEE

Unrouted mounted cavalry units in danger of being melee attacked solely by infantry or dismounted cavalry may refuse melee and retreat one or two hexes. Unlike normal Retreat Before Melee (see 12.8) a morale check is not necessary and there is no withdrawal fire. However, if the cavalry unit is retreated into a hex in an Enemy ZOC, it must undergo possible retreat fire. Dismounted cavalry units retreat before melee as if they were infantry.

[16.2] CAVALRY CHARGE

Mounted cavalry units may engage Enemy units in type of melee called Cavalry Charge. A charge may be conducted only through the cavalry unit's one front hexside.

[16.21] Mounted cavalry may charge any unit, including other mounted cavalry.

[16.22] The unit(s) being charged may not be in a certain type of terrain hex or behind certain terrain hexsides. The terrain types which cavalry may not charge into, through or across are listed in the Terrain Effects on Combat Chart (9.57).

[16.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase no more than four hexes from the target hex. A cavalry unit more than four hexes from a target hex may not charge that target hex during that Player-Turn, although it may melee normally.

[16.24] In order to conduct a charge, the owning Player moves a mounted cavalry unit that is situated in accord with Case 16.23 adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge, participating in the Melee Combat at twice its Combat Strength. Thus, a mounted cavalry unit that would normally melee at 2—its given Combat Strength—would charge with a Melee Strength of 4.

[16.25] Cavalry units conducting a charge are automatically routed after the completion of the Melee Combat resulting from the charge. They may be rallied in the normal manner.

[16.26] Units being charged (except mounted cavalry) may not retreat before melee. Mounted cavalry units may retreat before melee in the face of an enemy charge, in which case the charging units are not routed.

[16.27] Charging cavalry that incur an "engaged" result are still automatically routed after completion of the melee.

[16.3] SPECIAL MOUNTED CAVALRY RULES

[16.31] A mounted cavalry unit has a ZOC (for the purposes of Enemy supply and Leader Radius paths) that comprises all six surrounding hexes.

[16.32] Mounted cavalry meleed by infantry and/or dismounted cavalry defends at twice its Current Strength.

[16.33] When one mounted cavalry unit charges another mounted cavalry unit, they both melee with their Current Strengths. Neither attacker nor defender doubles its strength.

[16.34] Mounted cavalry units may only fire through their one frontal hexside and only then if armed with pistols, Colt repeaters, or carbines.

[16.35] Mounted cavalry units are *always* enfiladed when fired upon, regardless of their facing.

[17.0] LEADERSHIP

GENERAL RULE:

For combat units and brigade commanders to function at their full potential, they must be under the command of their immediately superior leader. Leadership affects the ability of these units to move, engage in melee combat, and engage in offensive fire. Leaders also affect morale checks and rally.

PROCEDURE:

In the Initial Command Phase, the Phasing Player examines his brigade commanders to determine which are in the Division Integrity Radius of their division commander, which are independent, and which will be attached or detached from that division for the ensuing Game-Turn. The Phasing Player then examines his combat units to determine which are in command (within the Effectiveness Radius of their brigade commander, stacked with a leader, or independent). Brigade commanders that are not independent and not detached and are out of Divisional Integrity Radius of their division commander may only move one hex. Combat units which are out of the Effectiveness Radius of their brigade commander and not independent or stacked with a leader may move one hex (only), may not fire in the Friendly Offensive Fire Phase and may not initiate melee in the Friendly Melee Phase.

CASES:

[17.1] BRIGADE COMMANDERS

Brigade commanders are brigade leaders, controlling all regiments assigned to a brigade. All regiments within a brigade, and each regimental command unit has the name of its brigade commander printed on the counter. Brigade commander counters have three Rating Numbers. The first is that brigade commander's Effectiveness Radius, the second is his Rally Rating, and the third is his Divisional Integrity Radius should that leader be

required to become a divisional leader as a result of promotion (see 17.8). Brigade commanders may only affect subordinate units and units of any command that are stacked with that leader.

[17.11] The Effectiveness Radius is the maximum number of hexes a unit may be from its brigade commander during the Initial Command Phase in order to have full movement and combat capability. A unit that is not within that Radius may be moved only one hex during that Game-Turn's Movement Phase. Furthermore, such a unit may not fire during the Offensive Fire Phase and may not initiate melee (unless already engaged in one) or change formation. However, such units may still fire defensive, withdrawal, and retreat fire and still exert a ZOC.

[17.12] The Effectiveness Radius of a brigade commander may be augmented by his divisional commander. A brigade commander that is within the Divisional Integrity Radius of his division commander may have his Effectiveness Radius increased by that commander, if the commander possesses the necessary Command Points (see 17.2).

[17.13] Brigade commanders' Rally Ratings are used to rally routed units during the Friendly Final Command Phase. For each Point in his Rally Rating a brigade commander may rally one regiment in his command that is within that brigade commander's Effectiveness Radius. Any units stacked with a brigade commander, including any not in his command, are automatically rallied at no cost in Rally Points.

[17.14] If all the subordinate units of a brigade commander have been eliminated, that brigade commander may still command any units with which he is stacked.

[17.2] DIVISION COMMANDERS

Division commanders are leaders responsible for the movement and detachment of brigade commanders and their brigades. Division commander counters have two Rating Numbers. The first is that commander's Divisional Integrity Radius and the second is his Command Points Rating.

[17.21] The Divisional Integrity Radius is the maximum number of hexes a subordinate brigade commander may be away from his division commander and still be able to move. A brigade commander which is outside that Radius and not detached or independent may move one hex (only) during the Friendly Movement Phase, regardless of terrain.

[17.22] A division commander may expend his Command Points to increase the Effectiveness Radius of subordinate brigade commanders. During the Initial Command Phase the commander expends his Command Points to augment those subordinate brigade commanders which are within the Divisional Integrity Radius of that commander. One Command Point is expended for each hex added to the brigade commander's Radius. A commander may split his Points among several brigade commanders so long as all the brigade commanders are within the Divisional Integrity Radius of that commander. A brigade commander may have his Effectiveness Radius increased by only one commander at a time.

[17.23] Division commanders may command combat units which are stacked with that commander during the Friendly Initial Command Phase. These units may be from any brigade and function normally for that entire Player-Turn.

[17.3] OTHER COMMANDERS

There may be other commanders in a game and the effects of these commanders are detailed in the Exclusive Rules for that game.

[17.4] EFFECT OF PRESENCE OF LEADERS ON MELEE AND MORALE

Any unit stacked with at least one leader during a melee has one point added to its Melee Strength. Players subtract one from the die roll on morale checks for any unit stacked with a leader.

[17.5] LEADER STACKING RESTRICTIONS

[17.51] There is no limit to the number of leaders that may be in a given hex. However, only *one* leader can affect a unit in that hex regardless of how many leaders are in that hex.

[17.52] Leaders must always end a Movement Phase stacked with a combat unit, with one exception: If the leader is five or more hexes distant from the nearest Enemy unit at the completion of all movement, it may remain in the hex alone.

[17.53] If a leader is stacked with a combat unit(s) that is eliminated by Fire Combat—and the leader does not suffer a casualty—the leader is immediately placed on the nearest combat unit in his command. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by Enemy units, Enemy ZOC's and/or impassable terrain, that leader is captured.

[17.54] A leader is automatically captured if he is the only unit in a hex that is occupied by an Enemy combat unit.

[17.6] DETACHMENT AND ATTACHMENT OF BRIGADES

Brigades subordinate to one divisional commander may be reassigned to another division commander. A division may only detach one of its original brigades at any one time and may only have one brigade from another command attached to it at any one time. Thus, a division which began the game with 3 brigades may be composed of as few as 2 brigades (3 – 1) or as many as 4 (3 + 1).

[17.61] Brigade detachment occurs in the Initial Command Phase. To detach a brigade the Player verbally announces which brigade is detached for the coming Game-Turn for each division capable of detaching a brigade.

[17.62] To be detached, the brigade commander of the detaching brigade must be within the Divisional Integrity Radius of his division commander during the Initial Command Phase of the Friendly Player-Turn. Once detached that brigade commander and the units subordinate to him may move independently or may be attached to another division.

[17.63] A given division may only have one of its original brigades detached at any one time and may only have one "non-original" brigade attached to it at any one time. If a brigade commander is out of the Divisional Integrity Radius of his division commander during the Initial Command Phase, that brigade commander is out of command, not detached.

[17.64] A brigade may be attached to a division other than the one it was assigned to at the start of the game if that brigade commander is within the Divisional Integrity Radius of the division commander during the Initial Command Phase. The owning Player states that the brigade is being attached. Only one brigade may ever be attached to a division although during the course of the game the brigade which is attached may be changed.

[17.65] Attaching and detaching brigades is a voluntary action. A division's brigades are never detached simply because that division commander has been killed or a brigade commander is out of divisional integrity.

[17.66] Independent brigades ("Indpnt" on the brigade commander's counter) may be attached to a division, but an independent brigade commander functions normally without needing a division commander.

[17.67] A brigade which has reached its Brigade Combat Effectiveness Limit may not be detached from its division, although it may be attached to a division if it is currently detached.

[17.68] All units in a detached brigade are still subordinate to that brigade commander (not independent).

[17.7] LEADER CASUALTIES

[17.71] Leaders may be killed, wounded or captured as a result of being involved in combat.

[17.72] Whenever a leader is stacked with a unit that suffers a combat casualty, the (owning) Player rolls two dice and refers to the Leader Casualty Table (17.76), following the instructions therein. Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for the units in the hex.

[17.73] If a leader becomes a casualty, he is immediately removed from the game and the status of that leader, either killed, wounded or captured, is noted on the OB Roster for Victory Point purposes. If a leader is the only Friendly counter in a hex after a melee (or there are other leaders), it may not retreat; it is captured.

[17.74] Leaders never rout, although they may retreat with units that do rout.

[17.75] An Enemy leader alone in a hex is instantly captured at any point if a Friendly unit is moved into that hex.

[17.76] **Leader Casualty Table**
(see charts and tables)

[17.8] BATTLEFIELD PROMOTIONS

Because of casualties, brigade and division commanders may have to be replaced from the lower ranks and other leaders promoted in their place. New leaders are placed on any unit of their command during the next Friendly Final Command Phase after the leader was removed from play.

[17.81] If a brigade commander is killed, wounded, or captured, flip the Leader Counter over to reveal the Replacement Counter for that brigade. These represent brigade-level brigade commanders that take command when the original leader is lost.

[17.82] If a replacement brigade commander is killed, wounded, or captured, the counter is not actually removed from the game. Instead it is simply redeployed on the map during the next Final Friendly Command Phase and the loss is recorded on paper. (The Replacement Counter then represents a different individual who has risen to brigade command.) There is no limit to the number of times a replacement leader may become a casualty and then be replaced. Victory Points are scored for the elimination of replacement leaders in the same manner as a regular brigade commander.

[17.83] If a division commander is killed, wounded, or captured, a brigade commander that is subordinate to the eliminated leader is promoted in his place. A new leader would then replace the promoted brigade commander. In this case the promoted leader would be one of the anonymous brigade replacement leaders. This promotion happens during the Final Command Phase. Promotion priority is detailed in the Exclusive Rules.

[17.84] All promotions take place at the end of the Friendly Final Command Phase of the Game-Turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.

[17.85] When a brigade commander is promoted to division commander, he has a Divisional Integrity Radius but *no* Command Points.

[18.0] BRIGADE COMBAT EFFECTIVENESS

GENERAL RULE:

Brigade Combat Effectiveness (BCE) is a numerical measure of the morale of each brigade.

A given brigade's BCE may be reduced by various factors (e.g., casualties, ammo depletion) as listed in the Exclusive Rules. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a unit, "losing BCE." The effects of BCE loss are described in the Exclusive Rules.

PROCEDURE:

Each brigade is listed on the OB Roster, and for each there are a number of blank boxes. Each time the strength of an infantry or cavalry unit of a given brigade is reduced, that brigade's BCE is reduced. The reduction is indicated by marking one (or more) box(es). When all the boxes to the left of the Victory Point award have been marked, that brigade has lost its Brigade Combat Effectiveness.

[13.15] SEEING THE ELEPHANT TABLE

(Green Units only)

DICE	Morale Rating
2	4
3	3
4	1
5	4
6	2
7	3
8	1
9	3
10	2
11	5
12	4

Use two dice. See Case 13.14 for an explanation of how table is used.

[17.76] LEADER CASUALTY TABLE

	"K" melee	Small-arms	Artillery	"C" melee	"Rpls" melee
Wounded:	6	5	3	-	2
Killed:	2 or 12	2 or 12	2	-	12
Captured:	-	-	-	2-4	-

Use *two* dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply.

STANDARD GAME-TURN SEQUENCE OF PLAY

1. First Player-Turn

- Initial Command Phase
- Movement Phase
- Defensive Fire Phase
- Offensive Fire Phase
- Retreat Before Melee Phase
- Melee Phase
- Ammunition Resupply Phase
- Rally Phase
- Final Command Phase

2. Second Player-Turn

3. Game-Turn Record Interphase

Note: See the Exclusive Rules for additional Phases or Interphases.

GREAT BATTLES OF THE AMERICAN CIVIL WAR

STANDARD RULES CHARTS & TABLES

[9.16] FIRE COMBAT RESULTS TABLE

Total Fire Strength Directed into Hex											
	3 or less	4 to 8	9 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+
Grapeshot											
Small-arms and Counter-battery	0 or less	1 to 3	4 to 6	7 to 10	11 to 14	15 to 20	21 to 27	28 to 34	35 to 42	43 to 50	51+
DIE											
1 AMMO DEplete (?)	-	-	-	-	P	R	P/R	1	1	1	1*
2	-	-	-	P	R	P/R	1	1	1	1*	2*
3	-	-	P	R	P/R	1	1	1	1*	2*	2*
4	-	P	R	P/R	1	1	1	1*	2*	2*	2*
5	-	P/R	P/R	1	1	1	1*	2*	2*	2*	3*
6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*	3*

= Lose indicated number of Combat Strength Points/guns and make a Morale Check for the affected unit(s). **P/R** = Pin or Rout. Roll one die; if result is equal to or lower than the units morale, unit is pinned; if higher, the unit routs. **P** or **R** = possible Pin or Rout respectively. Roll a die; if the roll is *higher* than the units morale

then the unit is pinned or routed; if it is the same or lower, no effect. **#** = Lose indicated number of Strength Points/guns and make a Morale Check. If unit passes the Morale Check, roll again; if the result is higher than the unit's Morale, it is pinned; if lower, it is not pinned. **-** = No effect.

[8.35] DENSITY ADJUSTMENT CHART

Number of Strength Points in Hex			
1-2	3-6	7-9	10+
Effect: -1	0	+1	+2

The effect is the number of column shifts applied to the Fire Combat Results Tables either to the left (-) or right (+). Note: A battery counts as one Strength Point for density purposes and a wagon counts as four.

[11.34] AMMUNITION LOSS TABLE

Fire Combat Result			
DIE	1	2	3
1	0/1	1/2	2/3
2	1/2	2/3	3/4
3	2/4	3/5	4/6
4	2/5	3/6	4/8
5	2/6	3/8	4/E
6	3/8	4/E	WE

Results to the left of the slash apply to the wagon's small-arms supply; to the right its artillery supply. **#** = The number of ammunition points of that type lost. The loss is indicated by marking off that number of boxes on the wagon's Supply Track on the OB Roster. **E** = All artillery ammunition is eliminated and marked off the wagons supply. **WE** = The supply wagon is eliminated and removed from play.

Procedure: Use the combat result number from the artillery fire on the wagon as the column on this table. Roll a die and cross-index the column with the die roll to determine the amount of ammunition lost.

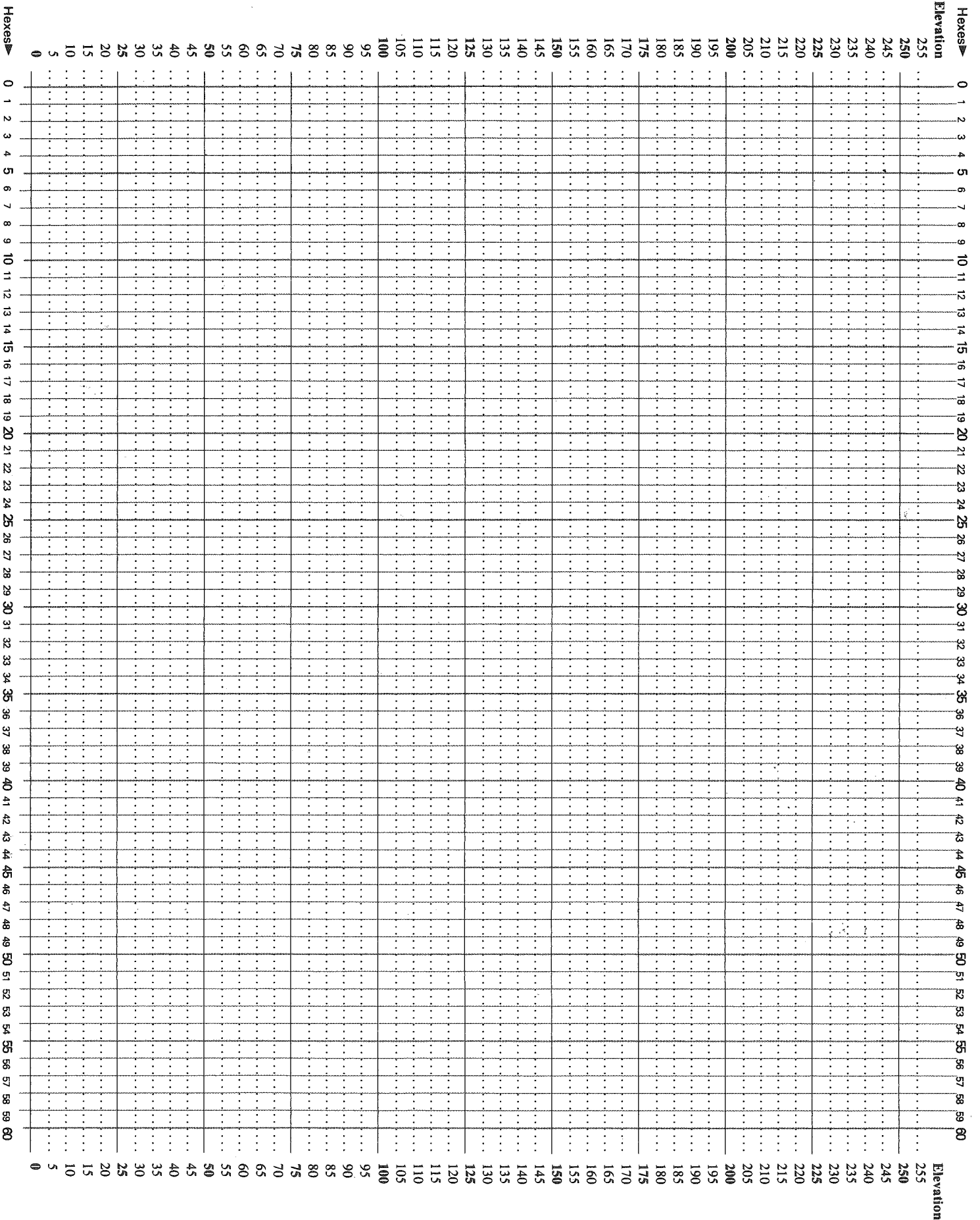
[12.98] MELEE COMBAT RESULTS TABLE

Melee Strength Differential (Attacker minus Defender)												
DIE	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	
1	Attkr: R2 Defdr: -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	- C1R3	- C2R3	- C2R3	- C2R3	- C2R3	- C2R3
2	Attkr: C1R2 Defdr: -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- R2	- C1R2	K C1R2	- C2R2	- C2R2	- C2R2	- C2R2
3	Attkr: C1R2 Defdr: -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C2R2	- C2R2	- C2R2
4	Attkr: C1R2 Defdr: -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C1R2	- C1R2
5	Attkr: C2R2 Defdr: -	C2R2 -	C1R2 -	C1R2 -	R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	K C1R2	- C1R2
6	Attkr: C3R3 Defdr: -	C3R2 -	C2R2 -	C1R2 -	C1R2 -	C1R2 -	Rpls Rpls	Eng Eng	K C1R2	- C1R2	- C1R2	- C1R2

Attkr = Effect on Attacker. **Defdr** = Effect on Defender. **K** = Strength Point becomes a casualty. **C1, 2, or 3** = That number of Strength Points is captured by the Enemy. **R2** or **3** = Units must retreat that number of hexes, then perform a Morale Check. **Eng** = The units are Engaged; see 12.94. **-** = No result against that side. **Rpls** = The units are Repulsed;

see 12.95. Terrain and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a **C2R2** means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than -4 are treated as -4; differentials greater than +6 are treated as +6.

[9.73] LINE OF SIGHT GAUGE



GREAT BATTLES OF THE AMERICAN CIVIL WAR

Volume 6

The Battle of Corinth Standoff at the Tennessee October 3-4, 1862 EXCLUSIVE RULES

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[19.0] INTRODUCTION

The Battle of Corinth simulates the battle that occurred on 3-4 October 1862 near Corinth, a Mississippi town just south of the Tennessee border. The town was a vital cross-link for the two main Southern railroads: the Mobile and Ohio (the north-south line) and the Memphis and Charleston (the east-west line) railroads. The Union had captured Corinth shortly after the Battle of Shiloh, and Confederate General Earl Van Dorn was ordered to keep the Union troops tied down while General Braxton Bragg struck into Kentucky.

Van Dorn, his reputation damaged at Pea Ridge the previous spring, planned to hurl his 20,000 man army at an equal number of Federals who held Corinth. Using a circuitous route to successfully confuse Union General William Rosecrans, Van Dorn marched on the town under the blazing hot sun of an Indian Summer. After two days of vicious fighting, in which they managed to take part of the town, the Confederates were forced to withdraw under the onslaught of the emplaced Union guns and Rosecrans' fresh troops. Corinth marked the effective end of the Army of the Trans-Mississippi and brought about the unsuccessful court-martial of Van Dorn.

Players should familiarize themselves with the Standard Rules and the general system before reading the Exclusive Rules. All Standard Rules are in effect unless noted otherwise.

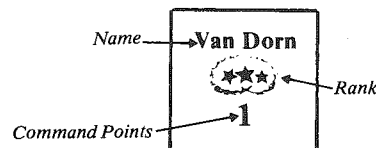
Each Game-Turn represents 30 minutes of real time, and each hex covers about 135 yards from hexside to hexside. Each Strength Point is the equivalent of 100 men or 1 gun.

[20.0] SAMPLE UNITS AND GAME INVENTORY

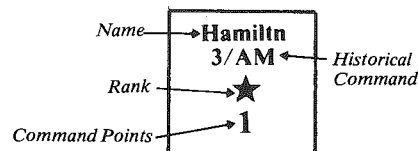
CASES:

[20.1] SAMPLE UNITS

ARMY COMMANDER: Front



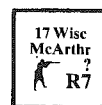
DIVISION COMMANDER: Front



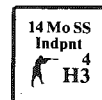
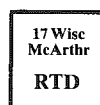
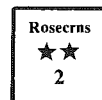
SUMMARY OF UNIT TYPES

Front

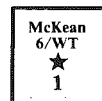
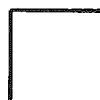
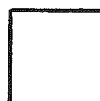
Back



Green Regiment

Sharpshooter
Regiment

Army Commander

Division
Commander

[20.2] LEADER RANKS

Union Rank Symbols

Colonel

Brigadier General

Major General

Confederate Rank Symbols

Colonel

General

Note: The Confederates used the same symbol for all general ranks.

[20.3] INVENTORY OF GAME PARTS

A complete game of *The Battle of Corinth* contains:

One 22" x 34" game map (two maps in complete game set)
 One Standard Rules Booklet (one book in complete game set)
 One Exclusive Rules Booklet (one of two books in complete game set)
 Two die-cut counter sheets (400 of 800 counters in complete game set)
 Two six-sided dice
 One game box assembly

If any of these parts are missing or damaged, fill out a postcard describing your complaint and send it to Customer Service at SPI. Note: The process used in manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI
 Rules Questions Editor for
 The Battle of Corinth
 257 Park Avenue South
 New York, N.Y. 10010

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

CASES:

[21.1] SEQUENCE OF PLAY

In addition to the phases of each Player-Turn as described in section 4.0 of the Standard Rules, *Corinth* also contains one extra phase and three Interphases. The Straggler Recovery Phase occurs on night Game-Turns *only* and comes after the Final Command Phase in each Player-Turn. The Victory Determination Interphase occurs in Game-Turn 16 *only* and follows the complete Union Player-Turn. The BCE Recovery Phase and Pre-Dawn Barrage Interphase occur after Game-Turn 20 *only* and come after both complete Player-Turns (see the Abbreviated Sequence of Play on page 8).

[21.2] DIVISIONAL INTEGRITY

Divisional Integrity (17.21) does not apply in *Corinth*. Due to the nature of the terrain and the way the battle developed, the brigades at Corinth tended to fight independently. To reflect this fact, all brigades in the game are classified as independent. Division and army commanders are included in the game but their abilities are modified (see 28.0).

[21.3] SHARPSHOOTERS

There are five sharpshooter units in the game (2 Union and 3 Confederate), identified by an **SS** printed on their counters. When a sharpshooter unit is the only unit firing at an enemy or when all the units firing are sharpshooters, the player adds a **1** to his die-roll on the Fire Combat Results Table. Modified die-rolls of greater than 6 are treated as 6. If a sharpshooter unit(s) rolls a 1 dur-

ing Fire Combat (before the modification is made), it must still make an ammo depletion check.

[21.4] LIMITATIONS ON CAVALRY

All cavalry units in a dismounted state have a Morale Rating of **2**, representing the fact that cavalry were not trained to fight as infantry.

[21.41] Dismounted cavalry may initiate melee *only* against enemy artillery, supply wagons, or dismounted cavalry. They may not initiate melee against infantry or mounted cavalry.

[21.42] An unpinned/unrouted dismounted cavalry unit which is not stacked with a friendly artillery or infantry unit and which is meleed by enemy infantry *must* retreat in the Retreat Before Melee Phase (no Morale Check is necessary). When defending against enemy dismounted cavalry or when stacked with friendly infantry or artillery, the unit may retreat but is not forced to.

[21.43] Cavalry units may only mount or dismount if they are in the Effectiveness Radius of their brigade commander at the moment the formation change is made. Out of command cavalry units may not change formation and may move only one hex as per the Standard Rules (see 17.11). **Note:** Many of the Confederate cavalry units fought as infantry at Corinth. These units were from the Trans-Mississippi Department and had left their horses across the Mississippi when transferred east. Units, such as the 9th Texas Cavalry, which have infantry silhouettes on both sides of their counter are treated as infantry for all purposes.

[21.44] A mounted cavalry unit is free to move even if it is out of its brigade commander's Effectiveness Radius. Mounted cavalry are, in effect, independent as long as they are mounted. However, to mount or dismount they must be within the Effectiveness Radius of their commander at the moment of the formation change.

[22.0] MELEE INITIATION

GENERAL RULE:

A unit stacked with a friendly leader may initiate melee and/or retreat before melee as per the Standard Rules (see 12.2 and 12.8). However, a unit not stacked with a friendly leader must undergo a form of Morale Check to determine whether or not it may initiate melee or retreat before melee. An attacking unit which fails its check *may not* initiate melee. A defending unit which fails its check *must* defend (i.e., it may not retreat). The results of melee combat and the determination of Melee Strength remain unchanged from the Standard Rules.

PROCEDURE:

The melee initiation sequence operates as follows:

1. The attacking player announces all his melee attempts. The player indicates which units will attempt to melee which enemy units in the Retreat Before Melee Phase as usual. Once the attacks are declared, the player may not change his mind later in the sequence. He is committed to these attacks and these attacks only.

2. The defending player announces which of his units will attempt to retreat before melee.

3. The defending player retreats all units announced in step 2 which are stacked with leaders. Mounted cavalry units are eligible to retreat also, if meleed solely by infantry (see 16.1). Dismounted cavalry may not initiate combat against mounted cavalry (see 21.41).

4. The defending player conducts Morale Checks for retreating units which are not stacked with leaders. The player rolls a die (see 22.1) and if the result is equal to or less than the unit's Morale Rating, it *must* retreat; if the result is greater, the unit may *not* retreat at all. Each unit makes the check separately unless it is a stack, in which case the top unit makes the check; the result applies to the entire stack. Unlimbered artillery may not retreat before melee, and thus may not be used when making the check even if on top of a stack.

5. The attacking player must melee with all his units stacked with leaders which he announced in step 1.

6. The attacking player conducts a Morale Check for meleeing units which are not stacked with leaders. The player rolls a die (see 22.2) and if the result is equal to or less than the unit's Morale Rating, it *must* attack; if the result is greater, it may *not* attack at all. Each unit makes the Morale Check separately unless it is in a stack, in which case only the top unit makes a check; the result applies to the entire stack. The top unit must be eligible to melee in order to use its Morale Rating for the stack; otherwise, the second unit, (if eligible) is used.

7. The melee is resolved. The Standard Rule procedure (12.0) is followed.

CASES:

[22.1] RETREAT BEFORE MELEE MORALE CHECK MODIFIERS

A retreat before melee Morale Check die-roll result is modified if the following factors apply. All modifiers are cumulative.

Add one to the die roll if:

1. The checking unit is enfiladed (i.e., an attacking unit(s) occupies the enfilade hex(es) of the defending unit);
2. The checking unit is out of command at the time of the check;
3. The brigade to which the unit belongs has lost BCE;
4. (*Union only*) The check is made during Game-Turns 1 through 8 (inclusive).

Subtract one from the die roll if:

1. All attacking units are ammo depleted;
2. All the attacking units enter the defending unit's hex by crossing outer works or redans.

[22.2] MELEE INITIATION MORALE CHECK MODIFIERS

A melee initiation Morale Check die roll is modified if the following factors apply. All modifiers are cumulative.

Add one to the die roll if:

1. The checking unit is ammo depleted;
2. (*Union only*) The check is made during Game-Turns 1 through 8 (inclusive).

Subtract one from the die roll if:

1. All the defending units are ammo depleted;
2. The checking unit occupies one of the defending unit's enfilade hexes;
3. (*Confederate only*) The check is made during Game-Turns 1 through 8 (inclusive).

[22.3] MELEE RESTRICTIONS

[22.31] Units which retreat from an engaged hex (see 12.94) do not make a Morale Check to determine whether or not they may retreat.

[22.32] Units being charged by mounted cavalry may not retreat before melee (except mounted cavalry). Mounted cavalry which are charged by

enemy mounted cavalry must make a Morale Check to see whether or not they may retreat.

[22.33] A leader who is stacked with units that retreat before melee or initiate melee must remain stacked with those units if the leader was used to bypass a Morale Check.

[22.34] Should all the units in a hex retreat before melee, the attacking unit(s) may occupy the hex without making a Morale Check (regardless of whether or not it is stacked with a leader).

[22.35] The attacking player may not announce a melee attack which, if successful, would violate stacking limitations for the defending hex.

[22.4] AUTOMATIC MELEE INITIATION

A unit may initiate melee without undergoing a Morale Check if it is stacked with a friendly leader or if it is attacking a routed or pinned unit, an unmanned battery or supply wagon, or a lone wagon or battery crew. In addition, a cavalry unit need not make a melee initiation Morale Check in order to make a cavalry charge (i.e., the Standard Rules apply).

[23.0] TERRAIN FEATURES

GENERAL RULE:

Two separate sets of fortifications had been built up around most of Corinth. Several miles north and east of the town existed a long, relatively unbroken line of outer works originally constructed by the Confederates. They had been allowed to fall into disrepair by the Federals, although a belt of felled timber several hundred yards wide had been cut outside the works to hinder any attacks. Rosecrans, however, had constructed a series of artillery redans encircling the town that enhanced smaller redans already existing to the west of town. In these Rosecrans deployed several sections of heavy artillery, crewed by members of the 1st US Infantry. Both the outer works and the battery redans aided units defending in and behind such works. The town of Corinth itself proved to be an obstacle to both movement and attack.

CASES:

[23.1] THE OUTER WORKS

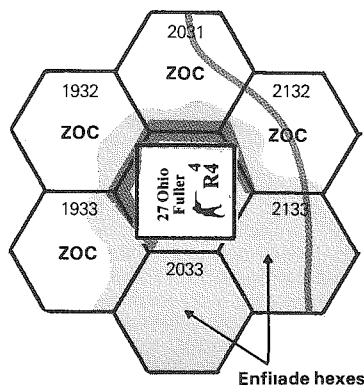
The *outer works* run along the north-northeast sides of the map, and are crossed at several points by streams and roads. There are outer and inner sides (as represented by the "teeth" which indicate the outer side, facing north and northeast). Movement across the works is slowed except along the roads. A unit which crosses an outer works hexside from outside to inside during melee has its melee strength reduced by one point. In addition, if all the meleeing units cross outer works hexsides, the defending unit's retreat before melee Morale Check roll is modified (see 22.1). For LOS purposes the works are considered to be 10 feet high. A unit which is on the inside of the works is considered to occupy an elevation 10 feet higher than the hex it actually occupies. A unit which is defending behind an outer works hexside and is attacked by fire combat solely across outer works hexsides has 1 subtracted from the attacker's die-roll on the Fire Combat Results Table. Rolls of less than one are treated as one. In addition, the attacking unit checks for ammo depletion only if its unmodified die-roll is one.

[23.2] BATTERY REDANS

There are two types of redans on the map: primary and secondary. Secondary redans are identified by letters (e.g., Redans D, E and F). Primary redans are identified by the name of the battery commander assigned, on paper, to that fortification

(e.g., Battery Robinett). Like outer works, a redan has an outer and an inner side.

[23.21] A unit which occupies the inner side of a redan has a different ZOC from a normal unit. The new ZOC extends into all outer side hexes of that redan. The unit's enfilade hexsides are the rear hexes of the redan.



Unoccupied redans have no ZOC. The redan ZOC applies only if the unit occupying the redan hex has a ZOC (i.e., a lone leader would not cause a redan to exert a ZOC). A player may declare in his Player-Turn that a unit in a redan is facing the rear. In this case, the above diagram is reversed. Thus, a Confederate unit which captures a redan may still face the rear of the redan.

[23.22] A combat unit in a redan may fire out of any of its ZOC hexsides (see 23.21), but may *not* fire out of its enfilade hexsides.

[23.23] It costs 3 extra Movement Points to cross the hexside for either type of redan. Artillery and supply wagons may not cross redan hexsides at all.

[23.24] A unit which occupies a redan and which is fired upon receives a column shift to the left on the Fire Combat Results Table. **Note:** The two column shift maximum is still in effect.

[23.25] A maximum of 4 Strength Points may melee into a redan hex. A unit larger than four may melee into the redan, but only 4 Strength Points are counted when determining the melee differential. This limit applies regardless of whether or not the meleeing units cross a redan hexside to enter the redan hex (redans are actually smaller than the size of a hex).

[23.26] A unit that crosses a secondary redan hexside to initiate melee subtracts 1 Strength Point from the melee differential; 2 Strength Points are subtracted if the unit crosses a primary redan hexside. This reduction does not apply to additional melees caused by an "engaged" melee result.

[23.27] The ability of units to stack in a redan hex is very restricted (reflecting the actual size of the redan itself). The stacking limit is *one* battery (with or without crew) *plus* one infantry Strength Point or four infantry Strength Points (and no guns at all). For purposes of this rule, two sections count as *one* battery if they are stacked together.

[23.28] For LOS purposes a redan is considered to be 10 feet high. A unit which is on the inside (occupying) of the redan is considered to occupy an elevation 10 feet higher than the hex it actually occupies. A LOS into the redan from an adjacent hex is not blocked by the redan hexside.

[23.3] CORINTH

[23.31] The Movement Point costs to enter a town hex are listed on the Terrain Effects on Movement Chart (5.19). Artillery, wagons and mounted cavalry may only enter a town through a hexside

crossed by a road. Thus, an artillery unit would be able to enter 2834 from 2833 but not from 2934.

[23.32] Town hexes have no effect on melee combat.

[23.33] For LOS purposes town hexes are considered to be 25 feet high. Thus, units in Corinth cannot see through town hexes but can see directly into adjacent hexes.

[23.34] A defending unit in a town hex receives a two column shift to the left in fire combat.

[23.4] THE RAILROADS

The railroads depicted on the map may not be used to move troops. However, the railroad bed made movement somewhat easier for some types of units (see Terrain Effects on Movement Chart, 5.19). Railroads have no other effect on play.

[23.5] SWAMP

Near Corinth is a sizeable tract of marshy swamp. Swamp hexes slow the movement of units; mounted cavalry, batteries and wagons may not enter such a hex at all. Swamp hexes have no effect on combat.

[23.6] CRESTS

Where two elevation levels meet in a hex, a crest is formed. Units in a crest hex are *always* considered in the lower of the two elevation levels. Thus a unit in hex 3031 is on elevation level 1. All units which change elevation by moving up through a crest hex expend extra Movement Points. Some units pay extra Movement Point costs when moving down crest. All these costs are summarized on the Terrain Effects on Movement Chart (5.19).

[24.0] BATTERIES AND RAPID-FIRE

GENERAL RULE:

Smoothbore artillery units were often double shot- ted and could increase their firepower through rapid-firing. They used canister ammunition which was deadly at close range. As a result of rapid-fire the tubes sometimes fouled.

CASES:

[24.1] RAPID-FIRE PROCEDURE

Only batteries with L, N, HA, HB, or HC gun types may use rapid-fire. To do so the player expends *three rounds* of ammo for that attack and the strength of the battery is *doubled* (before any range of half-crew modifications are taken into effect). The fire is then resolved normally. After the fire results are applied, the owning player must check for fouling. The player rolls a die; on a result of 6 the battery's guns have fouled. Fouled guns may not fire. To be unfouled, the owning player rolls a die during either or both the friendly Offensive or Defensive Fire Phase; on a result of 1-3 the battery is unfouled. The battery may fire in the same phase it is unfouled. A player may attempt to unfoul a battery only once per friendly Fire Phase, but he may continue this process until the guns are unfouled.

[24.11] Rapid-fire may only be used against infantry and cavalry units which are within three hexes of the battery. Range is counted from the firing unit's hex (exclusive) to the defending unit's hex (inclusive).

[24.12] Rapid-fire may never be used against leaders, batteries or supply wagons (or lone crews). If a hex contains both an infantry and/or cavalry unit and a leader, battery, wagon or crew unit, the artillery fire affects only the infantry/cavalry unit regardless of the stacking order of the other units in the hex.

[24.13] (*Optional Rule*) For each consecutive Fire Phase (both offensive and defensive) in which a battery uses rapid-fire, a 1 is added to battery's fouling die roll result. This rule is optional because it is sometimes difficult to keep track of which battery used rapid-fire in each Phase.

[24.2] BATTERY CREWS

[24.21] When a battery crew routs and abandons its guns, the player whose unit is affected places a neutral Crew marker on the battery and performs rout movement with the crew counter. Each crew counter has a letter code on it. Players may wish to record on a scrap paper which crew belongs to which battery. The Crew marker is removed from play once the crew manages to get back to its original battery.

[24.22] A battery whose crew has been eliminated may never be recreated by another crew counter. A battery is removed from play when its crew is eliminated; however, the guns are not considered lost for Victory Point purposes unless the enemy player eliminated the battery by capture or the guns were eliminated by enemy battery fire.

[24.23] Crew markers also have a half-crew indicated on the reverse side, which is used to mark batteries which have reduced crews. A half-crew should always have its status marked on the OB Roster next to that battery.

[24.24] (*Optional Rule*) The companies of the 1st US Infantry which acted as crews for the batteries Robinett, Phillips and Williams were somewhat smaller than normal crews. Therefore, regardless of their status (full or half crew), their Melee Strength is always 0. In all other ways they are normal crews.

[24.3] SIEGE GUNS

The two Union redan batteries with heavy siege-type guns (Battery Phillips and Battery Williams) are restricted in their movement. The guns were difficult to move and lacked equipment for transporting them. Therefore, the guns of these batteries (the HC's and PC's) may only move one hex per turn. They may not enter a woods hex except along a road or track. Their crews are free to move if routed.

[24.4] ARTILLERY SUBORDINATION

Some batteries are subordinate to the brigade commander listed on their counter. These units are subject to the Standard Rules of command. The game contains many independent batteries which are free to move and fire as independent units.

[25.0] BRIGADE COMBAT EFFECTIVENESS LOSS

CASES:

[25.1] EFFECTS OF BCE LOSS ON INFANTRY AND CAVALRY

[25.11] A 1 is added to the die roll for all Morale Checks made by infantry and cavalry units of a brigade that has lost BCE. Artillery units are never affected by BCE loss.

[25.12] No unit in a brigade that has lost BCE may initiate melee. Such a unit defends normally when meleed by enemy units, and if it is engaged during melee, it may melee.

[25.13] A routed unit whose brigade has reached BCE may only be rallied by a die-roll. The owning player rolls a die, and if the result is *equal to or less than* the unit's Morale Rating it rallies. To be rallied the unit must be in the Effectiveness Radius of its brigade commander and that commander must spend a Rally Point (see 17.13) in order to at-

tempt that unit's rally. A unit which is stacked with a brigade or division commander has a 1 subtracted from its rally die-roll (the brigade commander need not expend a Rally Point). A unit which is stacked with a friendly army commander (either Price, Van Dorn or Rosecrans) rallies automatically, regardless of BCE loss (see 28.14).

[25.14] A unit which has lost BCE has its Fire Strength shifted one column to the left on the Fire Combat Results Table. This shift applies even if the unit is firing in combination with non-BCE loss units.

[25.2] BRIGADE RETREAT

If an infantry or cavalry unit of a brigade which has reached its BCE limit routs and that unit is in the Effectiveness Radius of its brigade commander, *all* the unpinned, unrouted units of that brigade in the Effectiveness Radius of that leader *must* retreat two hexes. At the end of the two hex retreat, all retreating units make a Morale Check and undertake rout movement (three hexes) if they rout.

[25.21] The routed units of a brigade subject to brigade retreat must retreat 3 hexes, rather than two.

[25.22] The pinned units of a brigade undergoing brigade retreat are unaffected and remain pinned in their hex.

[25.23] Units which retreat out of enemy ZOC's are subject to withdrawal fire (see 10.1). If, due to the fire, a unit is pinned, it is pinned after retreating one hex and must make a Morale Check.

[25.24] Units which are unable to retreat are subject to capture (see 14.1).

[25.25] A brigade may only undergo brigade retreat once per Phase. If a second unit routs as a result of a Morale Check made during brigade retreat, the brigade does not retreat again and make more Morale Checks. In addition, the routed unit which triggered brigade retreat does not retreat with the brigade. It simply routs the normal 3 hexes (not 5 or 6 hexes).

[25.26] The batteries of a brigade undergoing brigade retreat are given the option to retreat; it is not mandatory. If unlimbered, they may limber in order to retreat. This is the only way an artillery unit may ever change formation in a Phase other than the friendly Movement Phase.

[25.3] EFFECT OF BCE LOSS ON ARTILLERY

A brigade's batteries are unaffected by the loss of BCE. The guns may fire normally. Gun and crew losses *never* apply to the BCE section of the OB Roster.

[26.0] NIGHT

COMMENTARY:

The battle covered a period of two days. Combat ceased at nightfall of the first day when both sides, completely exhausted by thirst and the burning Mississippi sun, virtually fell in their tracks. Despite the exhaustion of the troops, both sides regrouped and prepared for the second day's assault.

GENERAL RULE:

If the Confederate player has failed to win the battle on the first day during the Victory Determination Interphase, which occurs after Game-Turn 16, then the battle goes into the night and a second day. During the night regiments which suffered casualties may regain Strength Points through *straggler recovery*; units may move and engage in

withdrawal fire; and brigades may recover BCE. Prior to the beginning of the second day, both sides may engage in a pre-dawn artillery barrage.

PROCEDURE:

During the Victory Determination Interphase which follows Game-Turn 16, the Confederate player totals his Victory Points to determine whether or not he has won the game on the first day (see 31.2). There are four night Game-Turns during which the players move their units and recover stragglers. Following the fourth night turn, there is a Brigade Combat Effectiveness Recovery Interphase, during which both players determine the BCE limits for their brigades for the second day. Following BCE Recovery is the Pre-Dawn Barrage Interphase during which one or both players may attack with their unlimbered artillery units in preparation for the second day's assault.

CASES:

[26.1] NIGHT MOVEMENT

Historically, there was considerable movement during the night. The Union troops regrouped in and around Corinth, while Van Dorn massed his troops just beyond the edge of the thick woods a mile or so north of the town in preparation for the assault.

[26.11] The Movement Allowances of all units are increased by one-half to account for the different time scale in use for night turns. Thus, an infantry regiment would have an allowance of 9 at night, instead of 6.

[26.12] Terrain costs remain the same, except for woods hexes. Add 1 Movement Point to the cost of entering a woods hex. Thus, it costs an infantry regiment in column 3 points to enter a woods hex at night, as opposed to the usual cost of 2.

[26.13] A friendly unit may never move adjacent to an enemy unit during a night Game-Turn. If a friendly unit begins a night Game-Turn adjacent to an enemy unit, it may only move into a hex that is not adjacent to any enemy units.

[26.14] A unit which exits an enemy Zone of Control during a night Game-Turn is subject to withdrawal fire (see 10.1).

[26.15] The only combat possible during a night Game-Turn is withdrawal fire (see 26.14). There is no melee at night. Should there be a melee result of "engaged" at the end of the last day Game-Turn, it is resolved by having both sides retreat two hexes from the engagement hex during the Union Final Command Phase of Game-Turn 16. The phasing player retreats first and then the non-phasing player. The non-phasing player may not retreat into a hex which the phasing player retreated through. There is *no* Morale Check at the end of the retreat. Moreover, units may retreat through friendly units without causing displacement or additional Morale Checks. If any unit is unable to retreat, it is captured.

[26.2] STRAGGLER RECOVERY

Most casualties inflicted during the course of play represent units falling apart and men straggling from their units. During their Straggler Recovery Phases the two armies collect their stragglers and reorganize their units.

[26.21] Infantry and cavalry regiments which have suffered more than one Strength Point loss, but have not been eliminated completely, may regain Strength Points during a night Game-Turn. To be eligible, a regiment may not move or fire withdrawal fire during a night Game-Turn; at the end of the turn both players recover stragglers for those units which are eligible.

[26.23] A 1 is subtracted from the straggler recovery die-roll result if that unit's brigade has reached BCE on the first day.

[26.25] Independent units which recover stragglers have their losses reduced on their OB Roster by erasing a box with a kill result (not a box with a capture result).

[26.27] Batteries may never recover guns or crews, nor may wagon crews be recovered.

At the end of the last night Game-Turn (but before Pre-Dawn Barrage) brigades may recover BCE, representing rest and reorganization during the night.

[26.32] During the BCE Recovery Interphase, any brigade that possesses BCE, either having never lost it or having recovered sufficient stragglers during the night to regain it, has its BCE limit increased by adding its second day boxes to its BCE limit. **Example:** During the first day Cabell's brigade took 10 casualties, thus reaching and exceeding its BCE limit by one. During the night it recovers two stragglers. As a result, during the BCE Recovery Interphase its first day BCE limit has not been reached and it is therefore eligible to have its second day BCE limit extended by 2 as indicated on its roster. See bottom of page for illustrated example.

[26.34] A brigade which is unable to extend its BCE limit for the second day is subject to the effects of BCE loss for the remainder of the game (see 25.1). Brigades which extend their BCE limit are subject to the effects of BCE loss only when their second day BCE limit is extended.

Van Dorn preceded his second day assault with a big pre-dawn artillery barrage, which was quickly silenced by the heavier, more effective Union

[26.41] During the Pre-Dawn Barrage Interphase which follows the last night Game-Turn, the Confederate player has the option of initiating an artillery barrage. To do so, he announces that a pre-dawn barrage will be undertaken. If the Confederate player does not initiate the barrage, the Union player may not fire his batteries.

[26.43] After the Confederate player has finished all his attacks and the results have been applied, the Union player executes his attacks. The Union is subject to the same restrictions on his fire as the Confederate (see 26.42).

[26.45] Pre-Dawn Barrage results which call for gun or Strength Point losses are treated as “pin” results; place a Pin marker on the affected unit(s). Other combat results remain the same as in regular fire.

GENERAL RULE:

Units which are forced to retreat (from melee, due to rout, brigade retreat, etc.) may never use the retreat as an "advance." Thus, when a unit retreats, it must always retreat towards its own lines and may not use the retreat as a means of placing the unit in a more offensively advantageous position than the hex it occupied before the retreat.

[27.1] CONFEDERATE RETREATS

Confederate units must attempt to retreat towards the Assault Area through which they arrived. When retreating, they should take the most direct route in hexes (not Movement Points) towards the Assault Area. They may deviate from the path in order to avoid Union units and ZOC's. If a Confederate unit is forced to retreat off the map, it is eliminated instead. (**Exception:** See 27.3).

Union units must attempt to retreat towards Corinth. When retreating they should take the most direct route in hexes (not Movement Points) toward Corinth. They may deviate from this path to avoid Confederate units and ZOC's. A Union unit which is unable to retreat toward Corinth should retreat towards the southeast corner of the game-map. A Union unit which is forced to retreat off the map is eliminated.

Since the Confederate units enter the game from off-map and usually encounter Union troops fairly quickly, it is possible that Confederate units will be forced to retreat off the map back into their Assault Areas. Such Confederate units are not eliminated and may be returned to the map if the Confederate player withheld one or more of his cavalry units off-map in that Assault Area (see 29.27). A unit which is retreated into an Assault Area which contains a cavalry unit may re-enter the map during the next Confederate Movement Phase. If there is no cavalry unit in that Assault Area, the retreating unit is eliminated. **Important:** A unit which is called on to retreat and which occupies or enters an Assault Area hex is always required to retreat off map if it still has hexes left in its retreat result. Thus, a Confederate unit which retreats towards an Assault Area (see 27.1), enters the Assault Area and still has hexes left in its retreat result is retreated off the map and either is eliminated or is eligible to re-enter later.

GENERAL RULE:

Corinth was a confused, uncoordinated battle of brigades rather than a battle of division commitment and maneuver. To reflect this fact, the Standard Rules for divisional integrity are not used and the uses of division are changed. In addition, the game includes the army commanders of both sides.

CASES:

There are three army commanders in the game: General Rosecrans, Van Dorn and Price.

[28.11] Army commander counters have only one value, representing the Command Points of that commander. These points may be spent to increase the Effectiveness Radius of *any* brigade commander on the same side (Union or Confederate) which is within three hexes of the army commander during the friendly Initial Command Phase (see 17.22).

[28.12] Army commanders *automatically* rally any unit of a brigade which has reached BCE (i.e., there is no rally die-roll). See 25.13.

[28.13] Army commanders are treated in all other ways like regular commanders; that is, they affect melee strengths, may command units they are stacked with, may rally routed units, aid melee initiation, and so forth.

[28.14] Gen. Price was an army commander for the Army of the West only. He cannot rally, aid, or in any way affect the units in Lovell's division.

Division commanders have no Divisional Integrity Radius.

1st Day ■■■~~■~~~~■~~■~~■~~■~~■~~■~~■~~/■BCE LOST □BCE RECOVERED
2nd Day ■□/□BCE LOST/□□□□□

1st Day ■■~~■■~~~~■■~~■/■BCE LOST ■BCE RECOVERED
2nd Day □□/□BCE LOST/□□□□□

During the night the brigade recovers 2 stragglers, and thus during the BCE Recovery Interphase, the brigade's second day BCE is extended from 9 to 11.

[28.21] Division commanders have only one value on their counter, representing a number of Command Points which may be used to increase the Effectiveness Radius of brigade commanders of their division (see 17.22). Note that even though the brigade commanders in the game are all independent, they may only have their Effectiveness Radii increased by their army or division commander (not by a division commander of another division).

[28.22] Division commanders are treated in all other ways like regular leaders; that is, they affect melee strengths, may command units they are stacked with, may rally routed units, aid in melee initiation, and so forth.

[28.3] LEADER REPLACEMENT

[28.31] The three army commanders (Van Dorn, Price and Rosecrans) are not replaced if killed. It is assumed that the ranking division commander has taken over, but for simplicity's sake this is not reflected in the change of status of actual counters. Players should note however that the loss of an army commander is a serious Victory Point award for the enemy (see 31.1).

[28.32] A division commander who becomes a casualty is replaced by the brigade commander in this division with the highest rank (see 20.2). If two or more brigade commanders have the same rank, the one with the highest Effectiveness Radius is promoted. If there is still a tie, the player has his choice. The new division commander has *one Command Point* (regardless of his brigade values). When a brigade commander is promoted, the player uses one of the anonymous brigade replacement leaders to command his brigade. The replacement division commander is treated as a division commander for all purposes.

[28.33] Brigade and cavalry commanders are replaced by flipping their counters over (see 17.81).

[29.0] FREE SET-UP SCENARIO

GENERAL RULE:

The Free Set-Up Scenario follows the basic historical situation at the Battle of Corinth. However, the players are given a wider choice of set-up areas and hexes than the historical scenario allows. In addition, there are fewer restrictions on the players' actions. The Free Set-Up Scenario begins with only Union units deployed on the map. The Confederates enter play through one or more of the seven Confederate Assault Areas printed on the map. See also 30.5.

PROCEDURE:

In setting up the game, the following procedure is used:

1. The Confederate player plots the Assault Area each of his three divisions will enter and the Game-Turn of entry for each.
2. The Confederate player tells the Union player the Assault Area of entry for *one* of his divisions on the first Game-Turn. The other arrivals are kept secret from the Union player.
3. The Union player sets up his units.
4. The game begins with the Confederate Player-Turn of Game-Turn 1.

CASES:

[29.1] CONFEDERATE ASSAULT AREAS

There are seven Confederate Assault Areas on the map, lettered A through G. Arriving Confederate units are assigned to a specific area and must enter

within the boundaries of that area. Each Assault Area includes the hexes which overlap other areas (for example, hex 2501 is an entry hex for *both* Areas A and B).

[29.2] CONFEDERATE ASSAULT PLANNING

Before any Union units are deployed on the map, the Confederate player must decide where and when each of his three divisions (Hebert, Maury and Lovell) will arrive. This information is recorded on a piece of paper; once the Union player begins to set up, he may not change it.

[29.21] At least one division *must* be scheduled to arrive on Game-Turn 1. All divisions may be brought in on the first Game-Turn, but if any are held back, Lovell's division must be one of those in reserve. (General Lovell's appreciation of and involvement in Van Dorn's plan was reluctant at best.) In addition, divisions arriving in the same turn may not use the same Assault Area.

[29.22] Assault Areas A through E may be used starting with the first Game-Turn and on any turn thereafter. Assault Area F may not be used until Game-Turn 3; Area G may not be used until Game-Turn 5.

[29.23] Once the Confederate player has finished plotting his entries, he must tell the Union player the Assault Area through which *one* of his divisions will enter on Game-Turn 1. Once informed, the Union player then sets up his units (see 29.4).

[29.24] All Confederate divisions must enter play by Game-Turn 8 at the latest (for cavalry entry, see 29.27).

[29.25] Each division arrives as an entity and may not be split between Areas. Units may not overlap from one Assault Area to another.

[29.26] When plotting the Confederate entries, Hoxton's Battery, Sengstak's Battery, and Generals Price and Van Dorn must be assigned to either Hebert's or Maury's division.



[29.27] When plotting his arrivals, the Confederate player has the option to assign one or more mounted cavalry units to each Assault Area through which a division enters play (see 27.0). A cavalry unit which has been held off-map is eligible to enter during any Confederate Movement Phase. However, once it has entered it may not exit the map again.

[29.3] ARRIVING CONFEDERATE UNITS

Confederate units entering an Assault area *must* arrive in line (infantry), limbered (artillery) or mounted (cavalry).

[29.31] To bring in the units of a division, the Confederate player during his Movement Phase places as many units as he can, within stacking restrictions, in the first row of hexes within the Area. Each hex in that first row must be occupied by at least one combat unit. These units may be moved up to their complete Movement Allowances. Each unit pays the Movement Point cost of the hex it is initially placed in. After the first wave of units is moved, any remaining units are likewise placed and moved, until either all units in the division have entered or there is no room (hexes) left to place the units without exceeding the stacking restrictions. Units in the second wave do not expend additional Movement Points because they enter after the first wave.

[29.32] Any units unable to enter with their division because of space restrictions must be brought in on the assigned Area on the next turn. If another

division is to arrive that turn in the same Area, the units from the first division must be entered first.

[29.4] UNION INITIAL DEPLOYMENT

Once the Union player has been informed of the Assault Area of one Confederate division on Game-Turn 1, he sets up the Union units. These units must be set up in line (infantry), unlimbered (artillery) and mounted (cavalry).

[29.41] No Union unit may be set up within 4 hexes of a Confederate Assault Area. **Example:** A unit could set up in Battery E (0527) but not in 0426. **Exception:** Units may be set up within four hexes so long as they are adjacent to and on the interior side of an outer works hex (a unit could set up in 2802 for example). No Union unit may move within 4 hexes of an Assault Area until all three Confederate divisions have entered play.

[29.42] There are 11 Union infantry and cavalry brigades which must be set up within the following limitations:

1. At least four brigades, but not more than seven, must be placed within 10 hexes of a Confederate Assault Area.
2. Three brigades must be placed within 10 hexes of the Tishomingo Hotel (the Hotel hex 2437 is not counted). These units are subject to movement restrictions (see 29.43).
3. Any remaining brigades may be placed as desired by the Union player (within the limits of 29.41).

[29.43] The three brigades set up within 10 hexes of the Tishomingo Hotel may not move, change formation or perform any other action until activated. The brigades are activated four Game-Turns after the first combat (either fire or melee) in the game. They are automatically activated if any unit in the three brigades is attacked. **Example:** If the first combat occurs on Game-Turn 2, the units are activated on Game-Turn 6.

[29.44] The Union artillery units are set up as follows:

1. Batteries assigned directly to brigades are set up within the Effectiveness Radius of their commanders.
2. Batteries Robinett, Phillips, and Williams are set up in redans of the same name.
3. Seven independent batteries are set up in the remaining seven redans, one battery per redan.
4. The remaining four independent batteries are set up either in Corinth on or adjacent to hex 2737. These batteries constitute the Union artillery park, and may not move or fire until the second day. If a Confederate unit comes within six hexes of a Corinth hex, these batteries are freed from this restriction.

[29.45] Leaders and supply wagons are set up as the Union player sees fit (within the restrictions of 29.41).

[29.46] The 14 Mo SS and 64 Ill SS units are set up within ten hexes of the Tishomingo Hotel (2437), but are not limited in movement as are the units in the three reserve brigades.

[29.47] The Union player receives three reinforcement units during the game. Reinforcements enter the game in column formation, and must stay in column until they come within the Effectiveness Radii of their brigade commanders or until they are attacked. If attacked, they react like any columns units that have been attacked. If they change into line formation, they are out of command if outside their brigade commanders' Effectiveness Radii. Reinforcements pay the Movement Point costs of the first hex they enter. On Game-Turn 2, the **UnionBd** unit enters in hex 2745 and the **18 Mo** unit enters in hex 3937. On Game-Turn 19, the **5 Iowa** unit enters in hex 3937.

**[29.5] FREE SET-UP:
SOLITAIRE VERSION**

When playing the game solitaire, a player may use the following system to determine the entry of the Confederate units.

[29.51] One division, at least, will always enter play on the first Game-Turn. To determine this division, roll one die. On a result of 1-3, Maury's division enters; on 4-6, Hebert's division enters. The player then determines the Assault Area through which this division enters by rolling one die and consulting the Area Determination Table (29.57). Cross-reference the die result with the Game-Turn (one in this case) to find the letter code of the Assault Area. The units of the assaulting division are then set up in the first hex row of the Assault Area.

[29.52] Once the first Confederate division is set up, the Union units are then set up (see 29.4).

[29.53] Once the Union units have been set up, the player consults the Division Arrival Table (29.56) at the beginning of each Confederate Movement Phase (including Game-Turn 1). The player rolls one die for each division which has not yet entered play. If the result falls within the die roll range on the table for that division, it enters play that Game-Turn and the player rolls on the Area Determination Table.

[29.54] Any division not in the game by Game-Turn 6 automatically enters on the sixth Game-Turn. The player still consults the Area Determination Table.

[29.55] To determine the division with which the units in 29.26 enter, roll one die for each unit. On a result of 1-3, they enter with Maury; on a 4-6, they enter with Hebert. The Confederate cavalry should be divided among the divisions as equally as possible (see 29.27).

[29.56] **Division Arrival Table**
(see mapsheet)

[29.57] **Area Determination Table**
(see mapsheet)

**[29.6] CONFEDERATE
ASSAULT IMPETUS**

The initial Confederate attack on the outer works was so vicious and effective that the troops of Davies' division were thrown back over a mile.

[29.61] During Game-Turns 1 through 5, a Union unit which is routed may only be rallied by a die-roll (see 25.13 for procedure). A friendly commander stacked with the unit allows a 1 to be subtracted from the die-roll total. If the final result is equal to or lower than the unit's Morale Rating, the unit rallies; if the result is higher than the Rating, the unit remains routed. Units stacked with army commanders automatically rally.

[29.62] The melee initiation die-rolls (see 22.2) and the retreat before melee die-rolls (see 22.1) are modified during Game-Turns 1 through 8.

**[30.0] THE HISTORICAL
SCENARIO****GENERAL RULE:**

This scenario allows the players to recreate the original battle using the actual Union deployments and Confederate Assault Areas. In addition, certain other factors not considered in the Free Set-Up Scenario are taken into account. These include Lovell's non-cooperation and Union reluctance to commit reserves. This scenario is more restrictive because it places restraints upon certain player activities. It will, however, probably give a more accurate simulation of the actual battle.

PROCEDURE:

This scenario begins with the Union Player-Turn of Game-Turn 2. However, the only thing the Union player may do during his Player-Turn is bring in the reinforcements he receives on Game-Turn 2 (Oliver's brigade, the 18th Missouri and the Union Brigade). The game then proceeds to Game-Turn 3, and the Confederate units enter the map and play proceeds normally.

CASES:**[30.1] UNION INITIAL DEPLOYMENT**

Union units are deployed in line (infantry), unlimbered (artillery), and mounted (cavalry) unless otherwise noted below.

[30.11] All the units of **Hamilton's** division (including the supply wagon) are set up south of the Outer Works between hexrows 2500 and 3200 (inclusive). All units must be placed on or north of a hex ending in xx08. The 5 Iowa unit enters as a reinforcement as per 29.47.

[30.12] All the units of **Davies'** division deploy on or one hex south of the road running from 1605 to 2507 (inclusive). The 22nd Ohio unit is set up in 2636, and the UnionBd unit enters the game as a reinforcement on Game-Turn 2 in hex 2745 (the procedure in 29.47 applies).

[30.13] The brigades of **McKean's** division are deployed as follows:

1. McArthur's Brigade in hexes 0310, 0409, 0509, 0608 and 0708.

2. Crocker's brigade in hexes 0819, 0820, 0821, and 0822.

3. Oliver's brigade enters the game during Game-Turn Two in column through hex 0104: **Exception:** The 18th Missouri enters through hex 3937 instead (it is subject to the restrictions of 29.47). The units of Oliver's brigade enter singly, one after the other in a column. The first unit expends ½ Movement Point to enter the map, the second 1 Movement Point, the third 1½, and so forth. These units must keep moving until they are more than four hexes from the nearest Confederate Assault Area (see 29.41).

4. McKean himself and his supply wagon may be deployed with any unit of his command except Oliver's brigade.

[30.14] The units of **Stanley's** division are deployed between hexes 0627 and 0638 inclusive. One battery may be placed in battery redans D and E if the Union player so desires.

[30.15] The units of **Mizner's** cavalry division are placed in the following hexes: 7 Ill and 2 Iowa (2634), 7 Kansas and 3 Mich (0137), 11 Ill (3140), 5 Ohio (1817). Mizner himself may be placed with any of the above units.

[30.16] The 64 Ill SS unit is set up in 2437, and the 14 Mo SS unit is set up in hex 2637.

[30.17] Rosecrans is placed in hex 2737.

[30.18] Artillery batteries are set up as per 29.44. If batteries of Stanley's division have been set up in redans D and E, then two of the independent batteries are free to be set up with any brigade on the map. Batteries of the artillery park may not move until activated.

[30.2] CONFEDERATE ARRIVAL

All three Confederate divisions arrive on Game-Turn 3. Lovell enters through Assault Area E, Maury Area D and Hebert Area C. General Price enters with either Maury or Hebert (Confederate player's choice) and General Van Dorn enters with any division. The cavalry units may be held off map in the Assault Areas (see 29.27). The independent batteries and the reserve supply wagon may enter with any of the three divisions. Arriving units are still subject to the restrictions in 29.3.

**[30.3] UNION COMMITMENT
RESTRICTIONS**

For the entire first day of the battle, the Union fought with only half of its available forces. A combination of poor communication and reluctance to commit reserves served to effectively freeze both Hamilton's and Stanley's divisions. Rosecrans feared a possible assault from the south and was thus very cautious. While the restrictions of this rule may seem extreme, players will see that if they are ignored, the chances of a Confederate victory on any level are virtually nil.

[30.31] The divisions of Hamilton and Stanley, Crocker's brigade of McKean's division, and Mizner's cavalry division are all "units" that are in reserve on the first day. These four "units" are committed individually and all the individual counters which make up each are in reserve.

[30.32] While in reserve a "unit" may not move, change formation or fire offensively; it may fire defensively and may change facing.

[30.33] A "unit" is immediately committed if ever attacked by Confederate units (fire or melee).

[30.34] On Game-Turn 6, the Union player may attempt to commit two of his four "units" in reserve during the Union Initial Command Phase. A die is rolled for each "unit." To commit Hamilton's division, the player must roll a 1 or 2; to commit Stanley's division, Crocker's brigade or Mizner's cavalry division, the player must roll a 1. A commitment roll may only be made once per Game-Turn for each "unit" although any two may be rolled for. Once committed, the "unit" is free of all restrictions in 30.32.

[30.35] During each subsequent Union Player-Turn after Game-Turn 6, the Union player may attempt to commit any two "units" until all four are committed. On Game-Turn 15 all uncommitted units are automatically committed (if the Union player so desires).

[30.36] Reserve commitment is voluntary. For each uncommitted Union "unit" (not each counter in each "unit") left during the Victory Determination Phase following Game-Turn 16, the Confederate player loses 1 Victory Point. Thus, if the Union player commits none of his "units" on the first day, the Confederate player loses 4 Victory Points.

[30.4] LOVELL'S RELUCTANCE

Confederate General Mansfield Lovell was quite reluctant to commit his troops to, in his opinion, Van Dorn's foolhardy plan. Lovell's troops were rarely hotly engaged. During the second day they fought only scattered skirmishes. To more accurately reflect Lovell's reluctance, Lovell's *division* is given a BCE limit (or a Divisional Combat Effectiveness limit) of *ten*. If the total casualties of the three brigades of Lovell's division equal or exceed 10, the entire division (all 3 brigades) is treated as if it had exceeded its BCE (see 25.0). The Confederate player does not lose any Victory Points for the loss of Lovell's BCE. Rather, Victory Points are lost for each brigade which individually reaches its BCE as usual.

[30.5] HEAT (Optional Rule)

The temperature during both days of the battle averaged in the high 90's, resulting in an exceptionally high rate of exhaustion for both sides. The battle often stopped sporadically as both sides took time for a breather or to gather water. The excessive heat was a not inconsequential factor in the failure of Van Dorn to advance farther than he did on the first day and also prompted his early withdrawal on the second day. To reflect this factor, both players roll a die at the beginning of the turn, starting with Game-Turn 8. If both players

roll the same number, then both sides are considered to have sat down for a breather. The entire Game-Turn is skipped. If a turn is skipped, then there is no heat die-roll check for the next two Game-Turns; on the third succeeding Game-Turn, the die-roll check is resumed. There are no heat die-rolls during night turns, and the check is made for the second day of battle, starting with Game-Turn 25. There is no roll on the last turn of the game. This rule may also be used in the Free Set-Up scenario if both players agree.

[30.6] CONFEDERATE ASSAULT IMPETUS

The rule presented in 29.6 is also used in the historical scenario.

[31.0] HOW TO WIN

GENERAL RULE:

The general consensus of historians today is that Van Dorn should not have attacked Corinth — at least not when he did. He probably should have waited for his 10–15,000 reinforcements. Then again, to wait would probably have been to allow Rosecrans to be reinforced by Grant. In any case, Van Dorn did attack and, given some better work by his subordinates and some more efficient coordination, he just might have carried the day. The Confederates did, on the second day, take sections of the town only to be thrown back by crossfire from the powerful batteries in the redans, as well as by a counter-attack from some of the fresh troops that Rosecrans had held back.

The game uses as an ultimate measure of victory the capture of Corinth (i.e., the railroad crossings just to the west). Failing that, the players are given objectives to capture. The Confederate player can win either at the end of the first day (nightfall) or at the end of the game (mid-afternoon of the second day). At that time the heat was so oppressive that it was difficult to continue the fight and, in addition, a fresh Union division began to arrive from the southeast which would have decisively thrown the Confederates into retreat.

PROCEDURE:

During the Victory Point Interphase following Game-Turn 16, the Confederate player totals the number of Victory Points he has accumulated. If the Confederate player has accumulated sufficient Victory Points, the game ends in a Confederate victory; if the Confederates have not gathered enough Victory Points, the game continues into the second day. At the conclusion of Game-Turn 32, the Confederate player again totals his Victory Points and compares this total with the schedule in 31.3 to determine the victor.

CASES:

[31.1] VICTORY POINTS

The Confederate player gains and loses Victory Points according to the following schedule:

OBJECTIVE HEXES	VICTORY POINTS
Each Secondary Redan controlled	1 VP
Each Primary Redan controlled	3 VP's
Control of the Tishomingo Hotel (2437)	5 VP's
Control of hex 3844	3 VP's
Control of hex 2344	2 VP's
Each Corinth hex controlled	½ VP

The Confederate player controls an objective hex if he was the last player to occupy the hex with a combat unit. All hexes begin the game in Union control.

LEADER LOSS

Capture Rosecrans	3 VP's
Kill Rosecrans	2 VP's
Wound Rosecrans	1 VP
Capture/Kill Union Division Commander	2 VP's
Wound Union Division Commander	1 VP
Van Dorn captured	– 3 VP's
Van Dorn killed	– 2 VP's
Van Dorn wounded	– 1 VP
Division Commander/Price captured or killed	– 2 VP's
Division Commander/Price wounded	– 1 VP

Note: Brigade commanders do not count for Victory Points.

BRIGADE COMBAT EFFECTIVENESS

The Confederate player receives a number of Victory Points for the BCE loss of each Union brigade (see Union OB Roster). In addition, he loses a number of Victory Points for the BCE losses of his own brigades (see Confederate OB Roster). **Important:** The number of Victory Points awarded for the BCE loss of a brigade is always the number listed on the OB Roster. If a brigade has exceeded both its first day and second day BCE limit at the end of the first day, the Victory Point award is still only the number listed. The same is true when and if victory is determined at the conclusion of Game-Turn 32.

STRENGTH POINT LOSSES

	VICTORY POINTS
Each Union artillery battery captured or eliminated	1 VP
Each Confederate artillery battery captured or eliminated	– 1 VP

The Confederate player receives extra VP's if his force suffers fewer losses than the Union force. Subtract the total Confederate infantry/cavalry Strength Point losses from the Union losses. If the result is negative, no VP's are awarded or lost. Divide any positive result by 5 (round all fractions up); the Confederate player's VP total is increased by this number.

[31.2] FIRST DAY VICTORY

The Confederate player wins the game at the end of the first day if he has accumulated 20 or more Victory Points. If his total is 4 or less, the Union player has won. If his total is between 4 and 20, the game continues into the night and the second day. This victory determination is used regardless of which scenario is being played.

[31.3] SECOND DAY VICTORY

At the end of Game-Turn 32, the Confederate player totals his Victory Points and compares the total with one of the schedules listed below, depending on which scenario is being played.

[31.31] Free Set-Up Scenario: Two Player Version

CONFEDERATE VP's	LEVEL OF VICTORY
0 or less	Decisive Union Victory
½ to 3	Substantial Union Victory
3½ to 6½	Marginal Union Victory
7 to 12	Marginal Confederate Victory
12½ to 18	Substantial Confederate Victory
18½ or more	Decisive Confederate Victory

[31.32] Free Set-Up Scenario: Solitaire Version

CONFEDERATE VP's	LEVEL OF VICTORY
0 or less	Decisive Union Victory
½ to 2½	Substantial Union Victory
3 to 6	Marginal Union Victory
6½ to 11	Marginal Confederate Victory
11½ to 16	Substantial Confederate Victory
16½ or more	Decisive Confederate Victory

[31.33] Historical Scenario

CONFEDERATE VP's	LEVEL OF VICTORY
0 or less	Decisive Union Victory
½ to 4	Substantial Union Victory (historical result)
4½ to 9	Marginal Union Victory
9½ to 16	Marginal Confederate Victory
16½ to 24	Substantial Confederate Victory
24½ or more	Decisive Confederate Victory

ABBREVIATED SEQUENCE OF PLAY

1. CONFEDERATE PLAYER-TURN

- Initial Command Phase
- Movement Phase
- Union Defensive Fire Phase
- Offensive Fire Phase
- Union Retreat Before Melee Phase
- Melee Phase
- Ammunition Resupply Phase
- Rally Phase
- Final Command Phase
- Straggler Recovery Phase (night Game-Turns only)

2. UNION PLAYER-TURN

- Initial Command Phase
- Movement Phase
- Confederate Defensive Fire Phase
- Offensive Fire Phase
- Confederate Retreat Before Melee Phase
- Melee Phase
- Ammunition Resupply Phase
- Rally Phase
- Final Command Phase
- Straggler Recovery Phase (night Game-Turns only)

3. VICTORY DETERMINATION INTERPHASE

(following Game-Turn 16 only)

4. BCE RECOVERY INTERPHASE

(following Game-Turn 20 only)

5. PRE-DAWN BARRAGE INTERPHASE

(following Game-Turn 20 only)

6. GAME-TURN RECORD INTERPHASE

CORINTH DESIGN CREDITS

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Manfred F. Milkun, Michael E. Moore,

Bob Ryer, Ken Stec

BATTLE OF CORINTH ORDER OF BATTLE

CONFEDERATE FORCES Army of West Tennessee



Maj. Gen. Earl Van Dorn

Army of the West

Maj. Gen. Sterling Price

HEBERT'S DIVISION

Brig. Gen. Louis Hebert

First Brigade

Col. Elijah Gates

16th Ark, 2nd Mo, 3rd Mo, 5th Mo,
1st Mo Cav, Wade's Battery.

Second Brigade

Col. W. Bruce Colbert

14th Ark, 17th Ark, 3rd La, 40th Miss,
27th Tex Cav*, 3rd Tex Cav*, Clark's Battery,
Saint Louis Battery.

Third Brigade

Brig. Gen. Martin E. Green

7th Miss Btln, 43rd Miss, 4th Mo, 6th Mo,
3rd Mo Cav*, Guibor's Battery,
Landis' Battery

Fourth Brigade

Col. John D. Martin

37th Ala, 36th Miss, 37th Miss, 38th Miss,
Lucas' Battery

MAURY'S DIVISION

Brig. Gen. Dabney H. Maury

Moore's Brigade

Brig. Gen. John C. Moore

42nd Ala, 15th Ark, 23rd Ark, 35th Miss,
2nd Texas, Bledsoe's Battery

Cabell's Brigade

Brig. Gen. W.L. Cabell

18th Ark, 19th Ark, 20th Ark, 21st Ark,
Jone's Ark Bn, Rapley's Ark Bn
(sharpshooters), Bryan's Battery

Phifer's Brigade

Brig. Gen. C.W. Phifer

3rd Ark Cav*, 6th Texas Cav*, 9th Texas
Cav*, Stirman's Sharpshooters,
McNally's Battery

ARMSTRONG'S CAVALRY

Brig. Gen. F.C. Armstrong

Wirt Adam's Regiment, 2nd Ark Cav,
2nd Mo Cav

RESERVE ARTILLERY

Hoxton's Battery, Sengstak's Battery

Army of the District of Mississippi

FIRST DIVISION

Maj. Gen. Mansfield Lovell

First Brigade

Brig. Gen. Albert Rust

4th Ala Bn, 31st Ala, 35th Ala, 9th Ark,
3rd Kent, 7th Kent, Hudson's Battery

Second Brigade

Brig. Gen. J.B. Villepigue

(exact composition of this brigade is
uncertain) 1st Ala, 1st Confederate Bn,
33rd Miss, 39th Miss, La Zouave Bn,
McClung's Battery

Third Brigade

Brig. Gen. John S. Bowen

6th Miss, 15th Miss, 22nd Miss, Caruther's
Miss Bn, 1st Mo, Watson's Battery

JACKSON'S CAVALRY

Col. William H. Jackson

1st Miss Cav, 7th Tenn Cav

* = Fought as infantry during the battle.

UNION FORCES



Maj. Gen. William S. Rosecrans

Army of the Mississippi

SECOND DIVISION

Brig. Gen. David S. Stanley

First Brigade

Col. John W. Fuller

27th Ohio, 39th Ohio, 43rd Ohio, 63rd Ohio,
Jenk's Ill Cav, 3rd Mich Light Artillery, 8th
Wisc Light Artillery, 2nd US Artillery Battery F

Second Brigade

Col. Joseph A. Mower

26th Ill, 47th Ill, 5th Minn, 8th Wisc,
2nd Iowa Light Artillery

THIRD DIVISION

Brig. Gen. Charles S. Hamilton

First Brigade

Brig. Gen. Napoleon B. Buford

48th Ind, 59th Ind, 5th Iowa, 4th Minn,
26th Mo, 11th Ohio Light Artillery,
1st Mo Artillery Battery M

Second Brigade

Brig. Gen. Jeremiah C. Sullivan

56th Ill, 10th Iowa, 17th Iowa, 10th Mo, Co F
24th Mo, 80th Ohio, 6th Wisconsin Artillery,
12th Wisconsin Artillery

Cavalry Division

Col. John K. Mizner

7th Ill Cav, 11th Ill Cav, 2nd Iowa Cav,
7th Kan Cav, 3rd Mich Cav, 5th Ohio Cav

Unattached

64th Ill (Yates Sharpshooters), 1st US
Infantry (manned Siege guns)

Army of West Tennessee

SECOND DIVISION

Brig. Gen. Thomas A. Davies

First Brigade

Brig. Gen. Pleasant A. Hackleman

52nd Ill, 2nd Iowa, 7th Iowa, Union Brigade

Second Brigade

Brig. Gen. Richard J. Oglesby

9th Ill, 12th Ill, 22nd Ohio, 81st Ohio

Third Brigade

Col. Silas D. Baldwin

7th Ill, 50th Ill, 57th Ill

Artillery

1st Mo Light Artillery batteries D, H, I, and K

Unattached

14th Mo (Western Sharpshooters)

SIXTH DIVISION

Brig. Gen. Thomas J. McKean

First Brigade

Brig. Gen. John McArthur

21st Mo, 16th Wisc, 17th Wisc

Second Brigade

Col. John M. Oliver

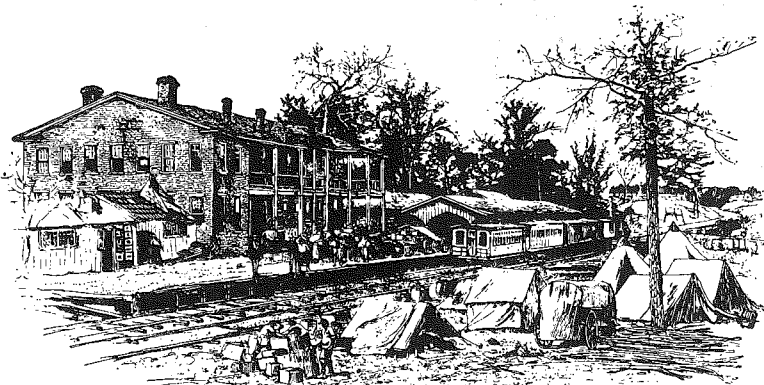
Ford's Ill Cav, 15th Mich, 18th Mo,
14th Wisc, 18th Wisc

Third Brigade

Col. Marcellus M. Crocker

11th Iowa, 13th Iowa, 15th Iowa, 16th Iowa

Artillery

Battery F 2nd Ill Artillery, 1st Battery Minn
Artillery, 3rd Battery Ohio Artillery, 5th
Battery Ohio Artillery, 10th Battery Ohio
Artillery, Battery Robinett, Battery Williams,
Battery Phillips

Railway Station and Tishomingo Hotel near Corinth

Historical Background

by Richard Berg

In April of 1862, the first major battle of the American Civil War — Shiloh — had effectively driven the Confederacy from Tennessee. Further losses to the east, coupled with Union riverboat successes on the Mississippi, now threatened to cut the Confederacy in half, depriving her of the valuable communication and rail links that ran both east-west and north-south.

Grant's maneuvering along the Tennessee River in that spring had taken place with the specific objective of striking inland and cutting these rail lines, thus isolating a large area of the Confederacy. Before he was surprised by Albert Sidney Johnston's bold and desperate attack at Pittsburg Landing, Grant's immediate target had been the town of Corinth, located in Mississippi just south of the Tennessee border.

Corinth was a typical, bucolic Southern town: mostly farming with some local industry. It certainly did not seem to be a military target of even minimal import, except for one thing: the Mobile & Ohio and the Memphis & Charleston railroads met right at the edge of town. This small, quiet Mississippi town was thus the hub of two of the most important rail lines in all of the Confederacy. And both sides knew it.

Inertia and Indecision

In the aftermath of the Confederate retreat from Shiloh in April, the main Union column, under the direct command of Henry Halleck, moved toward Confederate-held Corinth. General P.G.T. Beauregard, now in command after Johnston's death, had retired to Corinth and hastily constructed fortifications, which partially ringed the city. These fortifications, however, were poorly built, and as Halleck advanced, Beauregard realized that he could not defend the city, outnumbered greatly as he was. On May 30th he therefore withdrew from the town south towards Tupelo. The following day, Halleck entered Corinth.

Late in June 1862, General Braxton Bragg was placed in charge of Beauregard's army. Bragg, only minimally competent when it came to leading an army on the field, still had an excellent administrative grasp of the strategic situation. He realized that the Confederacy could not stand still and defend; it must counterpunch — and quickly. So while the Union, having made such great strides in a short time, sat on its political butt trying to decide what to do next, Bragg struck. Leaving Major-General Sterling Price behind with 15,000 men at Tupelo, Bragg gathered his force and, at the end of July, moved towards Kentucky and Union commander Don Carlos Buell.

Price's orders were to keep General Ulysses Grant, who commanded the Union forces from Memphis to Corinth, engaged so that he could not reinforce Buell from his 40,000+ army. Even so, Grant managed to transfer two divisions towards Buell in August as Bragg continued his advance northward through Tennessee.

While in the spring the south had appeared to be on the ropes, now, following the disastrous second battle of Bull Run in Virginia, two major Confederate armies (the second being Lee's) were heading north against a seemingly disorganized Union command. With all these events rapidly unfolding, Bragg telegraphed Price to do *something* to keep Grant pinned. Price looked around and his eye fell on Corinth, now held by Major-General William S. Rosecrans with a force estimated to be around 30,000.

Price knew that any move against Rosecrans would be futile with the 15,000 men he now commanded. He immediately ordered Major General Earl Van Dorn, now commanding the Confederate garrison at Vicksburg, to join him against Grant.

Price's telegram did not sit well with the impetuous and oft-disappointed Van Dorn, whose taste for military glory and women was looked upon with distaste by Price. Van Dorn had only recently suffered a severe setback at Pea Ridge (with Price as his second-in-command), and he was now looking for a way to recoup his reputation. Thus, rather than join Price against Rosecrans, who according to Confederate information had a large field army (false) and could quickly be reinforced by Grant by means of rail (true), he attempted a raid on Baton Rouge. The strike proved abortive, and by mid-August Van Dorn was back in Vicksburg ready to listen to Price.

Iuka: Prelude to Corinth

By this time Bragg was virtually foaming at the mouth at Price's failure to move. Thus, while Van Dorn ruminated over Price's plans against Corinth, Price decided to move. In the second week of September, he marched his small army northeast from Tupelo, which lay directly south of Corinth, intent on heading into Tennessee.

Unknown to Price, an ironic twist of fate was about to deprive him of his command even as he marched under Bragg's orders. Van Dorn had telegraphed Price that for him to move to Price's aid he would need more men; Price refused (having little available to cover such a movement). Van Dorn then informed President Davis of the situation, parenthetically asking Davis for command of both his and Price's army. Davis, out of touch with Bragg, granted the request: on 11

September, Van Dorn was given command of all forces in the Mississippi/Tennessee area.

By this time, Price, completely unaware of the political developments, advanced his small force towards Iuka, a hamlet directly east of Corinth and astride the Memphis & Charleston rail line. Price now learned that Rosecrans had stripped his army of three divisions to aid Buell and had only two divisions available for the defense of Corinth.

At virtually the same time, Price received a telegram from Bragg urging him to continue northward and join him in Kentucky. Price hesitated; what should he do? The latter move was what Grant and Buell feared most. Their only option was to strike at Price before he had a chance to make that move. Thus, while Union General Stephen Hurlbut made some noise to the west to confuse Van Dorn, Rosecrans set out against Price at Iuka.

The result was almost a major travesty for the Confederacy. Price, still vacillating over what to do, had just learned on 18 September that Van Dorn was now in command. Instead of joining Bragg, as he was inclined to do, he made up his mind to return southward and wait for Van Dorn's reinforcements.

While loading his wagons on the afternoon of 19 September, Price was somewhat taken aback to learn that Ord's division of Rosecrans' force was rapidly approaching from the west. He immediately turned southward, only to run instead into another Union division, this one under Brig.-Gen. Hamilton. With two-thirds of his force to the north guarding against Ord's advance, only Little's division was available to counter the approach of Hamilton (with Stanley right behind him). The Union had Price in a pincer, but in time-worn Union fashion they could not close it. Little's division put up a stubborn resistance in mostly wooded terrain, and the Union could not quite get their entire force to combine in an attack.

Despite taking fewer losses than the Union (535 to 790), the Confederate army was forced to beat a hasty retreat southward from the bumbling Union army. The Confederate foray northward had been halted, and just two short days earlier Lee's first invasion of the North had been halted at Antietam. The tide had turned again.

The Battle of Corinth

Van Dorn, seemingly reborn by his reappointment to supreme command, swung into immediate action. Having been stung a second time at Baton Rouge, Van Dorn was not about to sit around and wait for another opportunity. He deployed along the Missis-

Mississippi as much as he could spare of his moderate command, grabbed Mansfield Lovell's division of 8,000 men, and marched eastwards in late September, joining up with Price's army of two divisions (Maury's and Hebert's, the latter replacing Little, who had been killed at Iuka), some 14,000 strong, at Ripley. Two sizeable cavalry brigades under Armstrong and William Jackson augmented a not inconsiderable artillery train of 60 guns. Van Dorn's plan? Attack Corinth, smash Rosecrans, and link up with Bragg.

Price, having just suffered smartly at the hands of Rosecrans, argued against such an advance, especially so soon after the escape from Iuka. Van Dorn's army was only some 23,000 men, and Rosecrans was known to have at least that number with additional troops available as reinforcements by rail. The town was supposedly strongly fortified (as it turns out this was only partly true), and the number of men needed to take that type of position was much greater than what Van Dorn possessed.

Price urged his commander to wait for a large number of reinforcements due any day from Jackson, Mississippi. These were actually about 13,000 exchanged prisoners from the Fort Donelson fiasco, and they were presently reorganizing for Van Dorn's use. Van Dorn refused; to wait would be folly. The strike must be made immediately, as some sort of surprise was important. Furthermore, the prize to be won — the obviously vital railroad crossings at Corinth — far outweighed the risk of waiting for the Jackson reinforcements. It was thought that Rosecrans, upon hearing of Van Dorn's arrival, would also be regrouping and adding to his strength.

After some dialogue, Price finally agreed with Van Dorn, and on 29 September Van Dorn's army of three divisions left Ripley and headed due north with the intention of confusing Grant and Rosecrans, as Ripley was some distance to the west of Corinth. Corinth, however, was their target, and Grant and Rosecrans began to reassess their position.

The countryside in and around northern Mississippi is not the best to campaign in. Although most of the ground is gently rolling, it is (or least was) covered with thick woods and occasional marshes. Roads were narrow and few, and the only clearings were the occasional farm. Streams were difficult to cross because their beds and high banks were usually composed of muddy, sticky clay. The same conditions pertained to the immediate vicinity of Corinth, except that a fairly large area directly around the town had been cleared away when the Confederates had first constructed their outer line of fortifications.

Rosecrans, who was following Van Dorn's movements avidly, now suspected that Van Dorn was feinting at Corinth and, instead, intended to move north to cut rail and disrupt communications. Actually, Rosecrans had little knowledge of the countryside outside Corinth because Grant, upon retiring to the south, had taken all his maps with him! Rosecrans was thus in the position of having a large enemy force stalking him (possibly), but not knowing exactly how, or whether, he might attack at all.

Forces and Fortifications

At the end of September, Rosecrans had under his immediate command at Corinth four divisions: two (Stanley's and Hamilton's) were from Rosecrans' Army of the Mississippi; the other two (Davies' and McKean's) were nominally assigned to the Army of West Tennessee. There was a small "division" (really a brigade) of cavalry under Colonel John Mizner, plus some 80 guns.

In anticipation of a renewed Confederate attack, Halleck, back in the spring, had ordered that the fortifications around Corinth be rebuilt and augmented. Several miles north and northeast of the town, in a sharply defined semi-circle, there was a long stretch of breastworks and abatis which had fallen into disrepair while under the Confederates and even now were of little value, except that they impeded movement somewhat. However, directly outside these works was a stretch of felled timber some 400 yards wide over which any approaching Confederate force would gingerly have to pick its way. The outer works then would be a good first line of defense, if only to force the Confederates to develop their attack while reducing their movement. Rosecrans was also ordered to construct a second line of defense about a half a mile outside the city, covering the area that had been cleared of trees some months back.

By the end of September, the only progress that had been made was a series of unconnected redoubts used to house batteries, five of which were ready to the south and northwest. Rosecrans immediately ordered a sixth (Powell's redoubt) constructed directly north of the city, but made no effort to dig rifle pits or erect connecting breastworks. Even so, these redoubts housed some fearsome weaponry — heavy 30-pounder Parrotts and 8-inch howitzers which would later become the bulwark of a desperate Union defense.

As Van Dorn began to maneuver north of the town, Rosecrans began to react. One division was sent southwest toward Kosuth, a probable area of approach for Van Dorn, while a second was sent northwest towards Chewalla. As rumors and sketchy reports abounded, Rosecrans gradually pulled in his four divisions to the immediate vicinity of Corinth and awaited further information. He knew that Van Dorn was planning something, but just what — and where — he could not tell. Although Mizner's cavalry was just reconnoitering Van Dorn's movements, it was simply impossible to guess where Van Dorn would go next. Rosecrans was, in essence, pinned by his indecision.

Further reports began to filter in; this time a spy sent a message that Van Dorn's objective was Bolivar, some 30 miles to the northwest. Then Mizner's cavalry patrols reported that a large force of Confederates appeared to have entered Chewalla, only 10 miles northwest of Corinth, but this information could very well have been indicative of a drive northward.

By the morning of 13 October, Rosecrans decided that it was time to do something, in case a move against Corinth did develop. He detached Oliver's brigade from McKean's division and sent it out on the road to

Chewalla to see what it could find out. Meanwhile, he deployed his forces in a wide arc around the town. Hamilton was sent directly north, straddling the Purdy Road, while Davies was deployed directly to his left covering the area just south of the outerworks between the two rail lines. McKean's division covered a wide area to the west and northwest with only two brigades (Oliver was out scouting), while Stanley and his 3,500 men were kept just west of the town as a mobile reserve.

By 9:00 a.m., Rosecrans had his troops in position, ready for any Confederate attack. He was just in time: Van Dorn, having finished his feinting two days before, rested his men for one day, and then, on the morning of the 3rd, began the 10-mile march towards Corinth.

First Encounter

About five miles from the town, Van Dorn's vanguard and Oliver's brigade collided. The latter assessed the situation immediately and beat a hasty retreat toward Corinth as Van Dorn ordered his divisions into battle formation for the approach. He sent Lovell to the right of the Chewalla Road, while Hebert and Maury moved to the left. The Confederate army gradually spread out into line, while Oliver's brigade raced back to Rosecrans with the news of the impending attack. Rosecrans ordered John McArthur (grandfather, by the way, of General Douglas McArthur) to move his brigade forward to support Oliver while the other divisions braced for the assault. At some time before noon, it came.

Lovell's division emerged from the woods first, somewhat to the Union left of the far end of the outerworks, an area that was pretty heavily wooded. While Lovell swung slightly to the southwest, both Maury's and Hebert's men charged out of the woods, stopping momentarily to assess the fallen timber. This obstacle did not stop the screaming rebels, however, and, dodging and jumping over the fallen wood, they stormed their way under heavy fire toward the Union first line of defense.

Rosecrans had committed only half his force to the area under immediate attack, and that force was now under heavy assault from Van Dorn's entire army. Davies' division plus part of McKean's felt the brunt of the assault, and they were outnumbered at the barrier by at least 2-to-1.

By 1:30 p.m., the massive Confederate assault had achieved its aim: under the severe pressure of the rebel attack Davies' men broke and ran, losing several pieces of artillery in the process. McArthur's brigade, on the Union left, had joined Oliver's brigade and had managed to slow down Maury's attack here (Lovell was maneuvering around the Union left flank, albeit in desultory fashion), but Davies in the Union center had suffered fearsome casualties from Hebert's attack.

The entire Union line immediately fell back about half a mile, finally stopping to reform in the thick woods north of the town. The Confederates rushed to the pursuit, sensing a possible rout; however, with the temperatures in the mid 90's and the sun directly

overhead, the attack ground to a virtual halt as both sides stopped for a brief respite — and some water.

Lost Opportunity

In the meantime, Rosecrans, informed of the developing strategic situation, realised that although Van Dorn had caved in his center, the Union right — Hamilton's division — was untouched and, with Hebert's headlong charge, was in the rear flank of the Confederate left! Rosecrans immediately ordered Hamilton to wheel and launch an attack on Hebert.

Now ensued a series of messages between Rosecrans and Hamilton in which Rosecrans, for some reason, insisted on being vague about what he wanted done while Hamilton insisted on being equally obdurate — possibly deliberately, although from the conflicting reports it is hard to tell — in interpreting them. Needless to say, as both sides gathered their second wind Hamilton simply stood in place, passing up a magnificent opportunity to smash the Confederate left. It was not until 5:00 p.m. that Rosecrans sent a message that was clear and concise, and by that time it was too late for Hamilton to do anything but move his division into position as night fell.

By mid-afternoon the battle had picked up again. This time, however, the Union troops were not only ready, but their position had improved somewhat. They had shortened their defensive lines and they now fought fiercely over every square foot of tangled undergrowth. Van Dorn found it next to impossible to keep a steady line of battle in the woods, and Union sharpshooters made life extremely difficult for Rebel troops all along the line. Even though Hamilton was still "watching" the battle to the north and Stanley's division remained in reserve to the southwest, the two engaged Union divisions (McKean's and Davies') managed to stop the Confederate advance until nightfall.

As the sun began to set, both sides felt the almost total exhaustion brought on by the blinding sun and lack of water and stopped in their tracks. Van Dorn considered continuing the attack, as Lovell's division was virtually unscathed. Lovell, however, had no intention of continuing any fight. He had not been too happy that Van Dorn had dragooned his division into following him east in the first place, and he had little desire to get involved in the actual battle. Lovell's lack of interest in Van Dorn's attack and battle plan would prove to be a fatal flaw in the Confederate scheme, as one whole division, one-third of the army, would do little more than skirmish for two days while Price's troops were cut to ribbons in the heat and forest.

In any case, given the fact that Rosecrans had Stanley's fresh division as a reserve, as well as having Hamilton hanging around on the Confederate flank, it was probably just as well that Van Dorn cut off any further assault. Under the cover of night, the Federal troops withdrew to Corinth to plan their second day of defense.

The Second Day

Van Dorn's plan for the second day assault was a good one. Unfortunately, Van

Dorn was working under the misapprehension that Rosecrans had only some 15,000 men at his disposal, far less than Van Dorn's strength. Van Dorn seemed to be unaware that the Union had one fresh division in reserve, and he also seemed to have (conveniently) forgotten the two railroads and Grant's ability to use them to reinforce. So, while Mizner's small cavalry brigade acted as a shield against any Confederate information gathering, Rosecrans moved all four of his divisions — his full strength — into defensive positions around Corinth. Using the recently built battery redans — specifically batteries Powell, Robinett, Williams and Phillips — as strong points, the Union army deployed in a huge semi-circle around Corinth, from the old outer works to the east to the battery redans to the south and west of the town. Hamilton's fresh division held the far right, while McKean and the unused Stanley guarded the west.

Unfortunately, in the center of this ring stood Davies' division, which had taken quite a mauling on the previous day and was in poor condition for any additional fighting. Davies' position opposite the heart of the Confederate attack proved an almost fatal flaw in Rosecrans' defense, as Van Dorn was planning a morning push that would hinge upon Confederate success against the Union center.

Van Dorn's plan consisted of deploying his troops some hours before daybreak in a wide battle line encircling the town. Hebert would take the Confederate left, Lovell the right, and Maury would assume the center. The cavalry brigades of Jackson and Armstrong would guard the Rebel right against any developments in that area. (The Confederate left — and the Union right — was guarded not only by the old outer works, but by a large patch of marsh and muddy undergrowth several hundred yards wide, all of which precluded any movement in that area.)

At dawn, Hebert was to attack the Union right, followed by a similar advance by Lovell on the Union left. Both sides were to roll up the Union flanks (Van Dorn *still* estimated he outnumbered Rosecrans by 50%!) and then Maury was to deliver the hammer blow against the center, smashing the Federal army and driving it out of Mississippi. As a prelude to the assault, Van Dorn ordered a pre-dawn bombardment of the town by about 15 Rebel guns from the west.

The Trouble with Estimates

The plan was admirable, tactically. Unfortunately, Van Dorn's estimate of the situation was — as usual — wrong and, with only one exception, the entire plan rapidly fell apart. At about 4:15 a.m., the Confederate batteries began to rain shell on the town and the troops immediately around it. After about 10 minutes of firing, mostly with little effect, the long-range, heavy Federal artillery opened up in answer to the Confederates. Within a half-hour the more powerful Union guns had silenced Van Dorn's batteries, and the first phase of his plan quickly dissipated into failure.

As the day began to dawn, it was soon apparent that 4 October would, if anything,

be hotter than the previous day. (Rosecrans stated that the temperature by mid-morning was 94° in the shade!) The Union troops, many of them lying prone in anticipation of the coming assault, watched and waited.

And waited...and waited. Hebert was to have led the Confederate attack with an assault on the Union right at daybreak. By 7:00 a.m., however, no one had moved. Van Dorn sent messengers to determine what was wrong; they all reported that Hebert was nowhere to be found. With Van Dorn close to apoplectic seizure, Hebert strolled into Van Dorn's tent at about 7:15 to announce that he was too ill to lead his division. Van Dorn immediately appointed brigadier Martin Green to temporary command. Green, however, seemed a bit overwhelmed by his sudden elevation. After the battle, one of his regimental officers stated that Green not only seemed to be "bewildered," but he was also "ignorant of what was to be done." At 8:00 a.m. the Confederates had yet to launch their assault against the Union right.

On the Rebel left Lovell, who was to follow Hebert with frontal assault against the Union left, also remained absent from front-line duty. Although having been ordered to the attack the previous evening, and despite being urged by his subordinates to direct the battle and order the assault, Lovell remained in his tent refusing to issue any battle orders. Lovell's division remained out of contact for most of the second day as Price's boys bore the full fury of the Union army.

Fog of Battle

In the meantime, Maury, in the center, was oblivious to all these developments. And by 9:30, thinking that Hebert and Lovell had carried out their plans, his division moved to the assault. As Maury's brigades were advancing towards a gradually narrowing frontage, the troops were forced to march in dense ranks, as opposed to the normal line of battle. Their maneuvers brought them opposite Davies' weary brigades, all of whom were guarding the center — and the immediate approaches to the town of Corinth itself.

Davies' troops had borne the brunt of the first day's fighting; they were depleted and exhausted. As they looked over the battlefield, they now saw not one but two Confederate divisions heading toward them (Green had finally been told what he was supposed to do and had belatedly joined Maury's advance). Several hundred yards from the Union line the two divisions drew up into full battle line and, with a piercing yell, charged over the flat, featureless ground toward Davies.

Maury's left and Green's (Hebert's) right slammed into Davies at the same time. The result was an immediate rout, as the Union troops broke and ran back through town. With a cry of exultation, the Rebels poured through the hole after the fleeing Union soldiers right into the heart of Corinth, sweeping away all of Rosecrans' artillery reserve, in park in the town square, and rolling in a giant wave up to within a hundred yards of Rosecrans' HQ itself. It appeared that Van Dorn's long sought victory was about to be won by this tremendous charge, but appearances were indeed deceiving.

While the onrushing troops of Maury and Green had created a huge break in the Union line, the flanks had stood their ground. Where Hamilton had hesitated the previous day, no such delay was taken now. Both Hamilton and Stanley, seeing the Confederates rush by, ordered their men to wheel and fire into the passing Rebel columns. The result was now a withering crossfire directed at a stunned Confederate column. When Davies managed to rally his men and return them to battle, the Confederates were faced with fire from three sides.

Within a few short minutes of having seemingly gained a smashing victory, the Rebel soldiers wavered under the blistering fire and then melted away, many surrendering on the spot while hundreds of others died in a hail of Yankee bullets. Maury, tragically, refused to believe the truth of what he had just seen and immediately ordered Cabell's brigade to the assault a second time. Cabell could not believe his ears, his Arkansas troops having just narrowly escaped from the seeming jaws of death. Reluctantly, Cabell issued the orders for a second charge and, with tears streaming down his face, led his men forward. At a full run, his brigade swept up to the Union line, took a ferocious volley of fire, and then broke, leaving more than one-third of their force behind.

Doubt and Redoubt

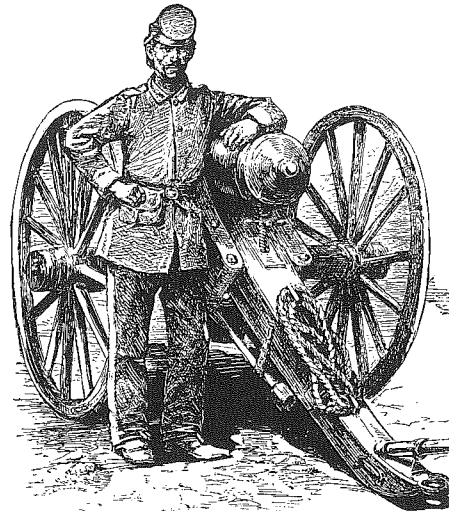
Maury was not finished yet, however. He still had Moore's brigade on his right flank, and he now ordered Moore to send his men in against the regrouping Federals. The object of the assault was the left of where Davies' division had previously been, which was now held by Stanley's right. Stanley had maneuvered slightly to the south to take advantage of the crossfire situation, and the position could have been vulnerable except that it was guarded by Battery Robinett, a redan that had to be taken for the Confederate charge to have any effect. Maury realized this. Unfortunately, so did Stanley.

Swiftly moving into perfect battle line, the brigade marched steadily forward, led by the commanding officer of the 2nd Texas regiment, Colonel William Rogers, on horseback. Rapidly they approached to within 100 yards of the redan, but the cost to do so was great. Battery Robinett consisted of three heavy siege-type guns — two 30-pounder Parrots and an 8-inch howitzer. With members of the 1st US Infantry acting as crew, the guns were loaded with shot and canister and fired double fire. The on-sweeping ranks of Confederates were ripped to shreds, but they still kept coming.

Hurling themselves over the walls, the Rebels streamed into the redan, routing the few crewmen still manning the guns. Rogers, still in the lead, grabbed the regimental flag and hoisted it in triumph — only to be shot from his horse and killed. As if that were a signal, four Union regiments stationed behind the battery in a quasi-ambush, rushed out from their positions and caught Moore's brigade in another crossfire. Confederates began to fall like straws in the wind, and within a few minutes most of the brigade had either routed or surrendered. It was the concluding Confederate charge of the battle.

By noon, Van Dorn was in full retreat. Price's army was shattered; Maury's division had suffered over 50% casualties and Hebert had lost some 1,500 men from his division. Lovell's losses of 500 came mostly from the first day. Total Confederate losses for the entire battle were over 4,800, or almost 20% of total strength. The Rebels had taken a ferocious pounding.

Rosecrans' army, in the meantime, lost only 2,500 men, and the majority of these were on the first day. The opportunity to pursue the devastated Rebel army was obvious, but Rosecrans' men were too worn out from fatigue and the heat to even attempt such a chase immediately. The arrival of General McPherson with his five-regiment brigade late that afternoon (Grant's reinforcements from the southeast) provided Rosecrans with some fresh troops, and early the next morning he began to chase the weary Confederates northwest toward Chewalla. He almost caught them, too, when 5,000 more of Grant's reinforcements under Hurlburt and Ord stopped Van Dorn from crossing the Hatchie River at the Hatchie Bridge. However, Armstrong's cavalry managed to find another crossing downstream that was unknown to the Federals, and Van Dorn's army slipped across the river late on the night of the 5th and headed south.



Confederate soldier of 1862

For the next several days he managed to outdistance Grant's pursuit column, and when Van Dorn had reached deep into southern Mississippi Grant felt that it would be futile to follow without sufficient supplies. It mattered little, because Van Dorn's command was no longer a factor in the field.

Aftermath

Whether or not Van Dorn should have attempted his assault on Corinth is one of those questions that can be answered only in light of the situation and personalities. Van Dorn was obviously a man with a mission. His passion for that one "big" victory — especially after his defeats at Pea Ridge and Baton Rouge — led him to take risks that perhaps a less compulsive general would not have overlooked. Whereas at Pea Ridge he had run into bad luck and some incompetent tactical blundering on the part of his subordinates, at Corinth he simply took a bad

gamble: he played the wrong number and lost.

Hindsight tells us that Van Dorn's attempt to smash Rosecrans at Corinth was doomed to failure. He did not outnumber Rosecrans as he had thought at the end of the first day, and his failure to wait for the Jackson reinforcements was a poor decision. In fairness, though, it should be added that Grant was equally ready to reinforce Rosecrans, as is shown by the quick arrival of McPherson and the availability of Ord's division. Furthermore, despite his adroit maneuvering on the days preceeding the actual battle, movements which truly had Rosecrans confused, he had the bad luck to have Rosecrans guess *right* and pull his troops back into position just before the assault. Had Van Dorn attacked Corinth a few hours earlier, he might have caught Rosecrans with his troops badly split. A defeat in detail would not have been impossible. Then again, Lovell's failure to cooperate to the point of actually refusing to attack the second day did not help, either.

The second day assault was Van Dorn's biggest mistake. He wrongly assumed that Rosecrans had committed all of his troops on the first day, and this intelligence failure caused him to believe that he could take the town with his exhausted troops. Even after the battle he still believed that he outnumbered the Union, stating in his reports that only late arriving "reinforcements" (Stanley and Hamilton!) turned the tide.

Most of all, Corinth was simply not a good place to attack, especially without strong superiority. Although there were no significant defensive terrain features, such as Cemetery Ridge (Gettysburg) or Mayre's Heights (Fredericksburg), Van Dorn was aware of the defensive perimeter that had been constructed by his own troops, and he was also aware that on the defensive the Union would gradually fall back through the thick woods toward the town and the rail lines, creating shorter, interior lines for the Union and an attack frontage problem for the South.

Van Dorn either was unaware or chose to ignore each of these problems. Instead of using his large force to harass and confuse Grant, thereby accomplishing Bragg's aim of keeping Grant out of Kentucky, he chose the direct approach — and lost. Not only was Bragg's offensive along the Ohio River now an impossibility, but the devastation to Van Dorn's army opened the way for Grant's first march towards Vicksburg.

Late summer had seemed so bright for the Confederacy. Lee was deep in Union territory, and Bragg was driving through the Cumberland. It all ended too quickly. Lee's Army of Northern Virginia, tired in body, if not in spirit, only barely managed to hold its own against the monumentally incompetent McClellan at Antietam Creek, and four days after Van Dorn abandoned the Tennessee/Mississippi border region, a massive Union army under Buell drove Bragg from the field at Perryville (Kentucky). As Bragg retreated south through the Cumberland, it was obvious that the Confederate offensive of 1862 was over. The handwriting was on the wall; unfortunately, it would take three more long years to read it. ■■

limit for that unit's brigade. The top line represents a brigade's BCE for the first day of battle, and the second line represents the second day's BCE limit (if that unit has regained enough stragglers during the night). When the number of boxes marked off reaches the BCE limit, the brigade has lost Combat Effectiveness (see 25.0). Independent regiments ("indpnt" on the counter) have boxes marked off on their strength record, *not* a BCE section. Each time a leader becomes a casualty or is captured, the box next to his name is marked

off. Battery gun losses are recorded on the Battery Strength section for the affected battery. Each time a battery fires of a supply wagon resupplies a unit, an ammunition box is marked off in the Ammo section. Wagon and battery crews are kept track of on the Crew section; half-crew status is indicated by a simple "1/2" and supply wagon crew loss is marked "X." When a green unit determines its Morale Rating, the result is entered next to the unit's name.

The symbols used to mark boxes are:

■ = Strength Point/Gun eliminated, ammo expended and leader killed.

✕ = Strength Point/Gun and leader captured.

◻ = Leader wounded.

Note: Players should always use pencil when writing on the OB Rosters since stragglers may be recovered (see 26.24).

CONFEDERATE OB ROSTER

OVERALL CONFEDERATE COMMANDER: Maj. Gen. Earl Van Dorn ◻

ARMY OF THE WEST

Maj. Gen. Sterling Price ◻

HEBERT'S DIVISION

Brig. Gen. Louis Hebert ◻

Designation

Brigade Combat Effectiveness Limit

Gates ◻

1st Day: 11 of 21 2nd Day: 14 of 21

Repl ◻

1st Day ◻◻◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2 VP's

2nd Day ◻◻◻/◻BCE LOST/◻◻◻◻◻◻◻◻

Colbert ◻

1st Day: 8 of 16 2nd Day: 10 of 16

Repl ◻

1st Day ◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

1 VP

2nd Day ◻◻/◻BCE LOST/◻◻◻◻◻◻◻◻

Green ◻

1st Day: 11 of 22 2nd Day: 15 of 22

Repl ◻

1st Day ◻◻◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2 VP's

2nd Day ◻◻◻◻/◻BCE LOST/◻◻◻◻◻◻◻◻

Martin ◻

1st Day: 5 of 11 2nd Day: 7 of 11

Repl ◻

1st Day ◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

1 VP

2nd Day ◻◻/◻BCE LOST/◻◻◻◻

MAURY'S DIVISION

Brig. Gen. Dabney H. Maury ◻

Moore ◻

1st Day: 11 of 21 2nd Day: 13 of 21

Repl ◻

1st Day ◻◻◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2 VP's

2nd Day ◻◻/◻BCE LOST/◻◻◻◻◻◻◻◻

Cabell ◻

1st Day: 9 of 16 2nd Day: 11 of 16

Repl ◻

1st Day ◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

1 VP

2nd Day ◻◻/◻BCE LOST/◻◻◻◻◻◻◻◻

Phifer ◻

1st Day: 7 of 14 2nd Day: 9 of 14

Repl ◻

1st Day ◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

1 VP

2nd Day ◻◻/◻BCE LOST/◻◻◻◻◻◻◻◻

ARMY OF THE DISTRICT OF MISSISSIPPI

1ST DIVISION

Maj. Gen. Mansfield Lovell ◻

Designation

Brigade Combat Effectiveness Limit

Rust ◻

1st Day: 8 of 22 2nd Day: 8 of 22

Repl ◻

1st Day ◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2 VP's

2nd Day ◻BCE LOST/◻◻◻◻◻◻◻◻

◻◻◻◻◻◻◻◻

Vilipigue ◻

1st Day: 9 of 24 2nd Day: 9 of 24

Repl ◻

1st Day ◻◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2 VP's

2nd Day ◻BCE LOST/◻◻◻◻◻◻◻◻

◻◻◻◻◻◻◻◻

Bowen ◻

1st Day: 8 of 21 2nd Day: 8 of 21

Repl ◻

1st Day ◻◻◻◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2 VP's

2nd Day ◻BCE LOST/◻◻◻◻◻◻◻◻

◻◻◻◻◻◻◻◻

CAVALRY BRIGADES

ARMSTRONG'S BRIGADE

Brig. Gen. F. C. Armstrong ◻ Repl ◻

1st Day: 3 of 9 2nd Day: 3 of 9

1 VP

1st Day ◻◻◻/◻BCE LOST ◻BCE RECOVERED

2nd Day ◻BCE LOST/◻◻◻◻◻◻◻◻

JACKSON'S BRIGADE

Col. W. H. Jackson ◻ Repl ◻

1st Day: 4 of 11 2nd Day: 4 of 11

1 VP

1st Day ◻◻◻◻/◻BCE LOST ◻BCE RECOVERED

2nd Day ◻BCE LOST/◻◻◻◻◻◻◻◻

INDEPENDENT UNIT GREEN UNITS

Designation *Strength*

INDEPENDENT

Adam's Cav ◻◻◻◻◻◻

Morale Rating

Morale Rating

MOORE

42 Ala

23 Ark

35 Miss

CABELL

18 Ark

19 Ark

20 Ark

21 Ark

PHIFER

3 Ark Cav

VILIPIGUE

1 Cnf Bn

33 Miss

39 Miss

La Zouave

BOWEN

Crthrs SS

JACKSON

7 Tenn

ARTILLERY

<i>Designation</i>	<i>Battery Strength</i>	<i>Ammo</i>	<i>Crew Status</i>
GATES			
Wade a	L◻◻	◻◻◻◻◻◻◻◻◻◻	
Wade b	HA◻◻	◻◻◻◻◻◻◻◻◻◻	
COLBERT			
Clark	L◻◻	◻◻◻◻◻◻◻◻◻◻	
St Louis	HA◻◻◻	◻◻◻◻◻◻◻◻◻◻	
GREEN			
Landis	HB◻◻◻	◻◻◻◻◻◻◻◻◻◻	
Guibor	HA◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
MARTIN			
Lucas	L◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
MOORE			
Bledsoe	HA◻◻◻	◻◻◻◻◻◻◻◻◻◻	
CABELL			
Bryan	HA◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
PHIFER			
McNally	HA◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
RUST			
Hudson	TA◻◻◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
VILLEPIGUE			
McClung	N◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
BOWEN			
Watson a	L◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
Watson b	HA◻◻	◻◻◻◻◻◻◻◻◻◻	
INDEPENDENT			
Sengstak	HA◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
Hoxton	L◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	

SUPPLY WAGONS

<i>Designation</i>	<i>Small-Arms Ammo</i>	<i>Artillery Ammo</i>	<i>Crew Status</i>
Hebert	◻◻◻◻◻◻◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
Maury	◻◻◻◻◻◻◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
Lovell	◻◻◻◻◻◻◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	
Reserve	◻◻◻◻◻◻◻◻◻◻	◻◻◻◻◻◻◻◻◻◻	

The Battle of Corinth counters are reproduced here as an aid to players in reproducing lost or damaged counters.

Jackson at the Crossroads/Corinth Counter Section Nr. 2 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 4.

Battle of Corinth

UNION										CONFEDERATE									
Division Commanders										Division Commanders									
Rosecrans 2	Stanley 2/AM 2	Hamilton 3/AM 1	Mower Indpt 4 1	Fuller Indpt 3 1	Buford Indpt 4 2	Sullivan Indpt 3 1	Mizner Indpt 2 1	Brigade Comdr REPL 2 1	Oglesby Indpt 3 1	Van Dorn 1	Lovell 1 DoM 1	Hebert H/AoW 2	Gates Indpt 3 2	Colbert Indpt 4 1	Green Indpt 3 2	Moore Indpt 3 1	Cabell Indpt 4 2	Martin Indpt 3 1	Brigade Comdr REPL 2 1
Davies 2/WT 1	McKean 6/WT 1		Baldwin Indpt 2 1	Hackinn Indpt 3 1	McArthur Indpt 3 2	Oliver Indpt 3 1	Crocker Indpt 3 1	Brigade Comdr REPL 2 1	Brigade Comdr REPL 2 1	Price AoW 2	Maury M/AoW 1	Game Turn	Rust Indpt 4 1	Vilpigue Indpt 3 1	Bowen Indpt 4 2	Jackson Indpt 2 1	Phifer Indpt 3 1	Armstrong Indpt 2 1	Brigade Comdr REPL 2 1
27 Ohio Fuller 4 R4	39 Ohio Fuller 4 R4	43 Ohio Fuller 4 R3	63 Ohio Fuller 4 R3	Jnk's III Fuller 4 C1	26 Ill Mower 4 R4	47 Ill Mower 4 R2	5 Minn Mower 4 M4	11 Mo Mower 4 M3	8 Wisc Mower 4 M4	16 Ark Gates 4 M2	2 Mo Gates 4 M5	3 Mo Gates 4 M5	5 Mo Gates 4 M5	1 Mo Cv Gates 4 M4	14 Ark Colbert 4 M1	17 Ark Colbert 4 M1	3 La Colbert 4 R4	40 Miss Colbert 4 R3	27 Tex C Colbert 4 M4
48 Ind Buford 4 R4	59 Ind Buford 4 R6	5 Iowa Buford 4 R2	4 Minn Buford 4 R5	26 Mo Buford 4 R3	56 Ill Sullivan 4 R3	10 Iowa Sullivan 4 R3	17 Iowa Sullivan 4 R3	10 Mo Sullivan 4 R3	E/24 Mo Sullivan 4 R1	3 Tex C Colbert 4 M3	7 Miss Bn Green 4 R3	43 Miss Green 4 R4	4 Mo Green 4 M5	6 Mo Green 4 M6	3 Mo Cv Green 4 M4	37 Ala Martin 4 R3	36 Miss Martin 4 R3	37 Miss Martin 4 R3	38 Miss Martin 4 R2
80 Ohio Sullivan 4 R3	52 Ill Hackinn 4 R4	2 Iowa Hackinn 4 R3	7 Iowa Hackinn 4 R4	Union Bd Hackinn 4 R3	9 Ill Oglesby 4 R3	12 Ill Oglesby 4 R3	22 Ohio Oglesby 4 R4	81 Ohio Oglesby 4 R2	7 Ill Baldwin 4 M4	42 Ala Moore 4 R7	15 Ark Moore 4 M2	23 Ark Moore 4 M2	35 Miss Moore 4 R5	2 Tex Moore 4 R3	18 Ark Cabell 4 M3	19 Ark Cabell 4 M3	20 Ark Cabell 4 M3	21 Ark Cabell 4 M3	Jnes Ark Cabell 4 M2
50 Ill Baldwin 4 R3	57 Ill Baldwin 4 R3	21 Mo McArthur 4 R4	16 Wisc McArthur 4 M3	17 Wisc McArthur 4 R7	15 Mich Oliver 4 R5	18 Mo Oliver 4 R3	14 Wisc Oliver 4 R3	18 Wisc Oliver 4 R5	Frd's III Oliver 4 C1	Raph SS Cabell 4 R2	3 Ark Cv Phifer 4 M4	6 Tex C Phifer 4 M4	9 Tex C Phifer 4 M3	Sirmon SS Phifer 4 R3	4 Ala Bn Rust 4 R3	31 Ala Rust 4 R5	35 Ala Rust 4 R3	9 Ark Rust 4 R4	3 Ky Rust 4 M3
Combat Units										Combat Units									
11 Iowa Crocker 4 R6	13 Iowa Crocker 4 R6	15 Iowa Crocker 4 R4	16 Iowa Crocker 4 R6	7 Ill Mizner 4 C4	11 Ill Mizner 4 C4	2 Iowa Mizner 4 P3	3 Mich a Fuller 4 HB2	3 Mich b Fuller 4 PA4	8 Wisc Fuller 4 N2	7 Ky Rust 4 M4	1 Ala Vilpigue 4 R2	1 Cnf Bn Fuller 4 R4	33 Miss Vilpigue 4 R6	39 Miss Vilpigue 4 R6	La Zou Vilpigue 4 R2	49 Ala Vilpigue 4 R4	6 Miss Bowen 4 R3	15 Miss Bowen 4 R5	22 Miss Bowen 4 R5
Supply Stanley 4 R1	Supply Hamilton 4 R1	Supply Davies 4 R1	Supply McKean 4 R1	7 Kans Mizner 4 C4	3 Mich Mizner 4 C4	5 Ohio Mizner 4 C2	F2 US a Fuller 4 L4	F2 US b Fuller 4 N2	M1 Mo a Buford 4 PA4	Ctrhs Bowen 4 R3	1 Mo Bowen 4 M5	Adm's C Indpt 4 P5	2 Ark Armstrong 4 M5	2 Mo Armstrong 4 M4	7 Tenn Jackson 4 S6	1 Miss Jackson 4 C5	Wade a Gates 4 L2	Wade b Gates 4 HA2	Clark Colbert 4 L2
M1 Mo b Buford 4 HA2	11 Ohio Buford 4 HA4	6 Wisc Sullivan 4 N4	6 Wisc Sullivan 4 HB2	12 Wisc Sullivan 4 L4	12 Wisc Sullivan 4 HA2	D1 Mo Gates 4 PB4	H1 Mo a Indpt 4 PA2	H1 Mo b Indpt 4 PB2	I1 Mo a Indpt 4 L4	2 Iowa Mower 4 L6	Hudson Rust 4 TA6	Hoxton Indpt 4 L4	McClung Vilpigue 4 N4	Bledsoe Moore 4 HA4	Landis Green 4 HB3	McNally Phifer 4 HA4	St Louis Colbert 4 HA3	Bryan Cabell 4 HA4	Guibor Green 4 HA4
Williams Indpt 4 PC3	14 Mo SS Indpt 4 H3	Philips Indpt 4 HC1	Robnett Indpt 4 PB3	10 Ohio Indpt 4 L4	5 Ohio Indpt 4 N4	1 Mn Lt Indpt 4 HA4	F2 Ill Indpt 4 PA4	K1 Mo Indpt 4 PA4	I1 Mo b Indpt 4 HA2	3 Ohio Indpt 4 N2	64 Ill SS Indpt 4 SR3	Supply Hebert 4 R1	Supply Reserve 4 R1	Supply Maury 4 R1	Supply Loxell 4 R1	Lucas Martin 4 L4	Sengstak Indpt 4 HA4	Watson a Bowen 4 L4	Watson b Bowen 4 HA2

Jackson at the Crossroads/Corinth Counter Section Nr. 2 (200 pieces): Back

UNION										CONFEDERATE									
Division Commanders										Division Commanders									
Martin Indpt REPL 2 1	Cabell Indpt REPL 3 1	Moore Indpt REPL 2 1	Green Indpt REPL 2 1	Colbert Indpt REPL 3 1	Gates Indpt REPL 2 1					Oglesby Indpt REPL 2 1	Mizner Indpt REPL 1 1	Sullivan Indpt REPL 2 1	Buford Indpt REPL 3 1	Fuller Indpt REPL 2 1	Mower Indpt REPL 3 1				
Armstrong Indpt REPL 1 1	Phifer Indpt REPL 2 1	Jackson Indpt REPL 1 1	Bowen Indpt REPL 3 1	Vilpigue Indpt REPL 2 1	Rust Indpt REPL 3 1					Crocker Indpt REPL 2 1	Oliver Indpt REPL 2 1	McArthur Indpt REPL 2 1	Hackinn Indpt REPL 2 1	Baldwin Indpt REPL 1 1					
27 Tex C Colbert RTD	40 Miss Colbert RTD	3 La Colbert RTD	17 Ark Colbert RTD	14 Ark Colbert RTD	1 Mo Cav Gates RTD	5 Mo Gates RTD	3 Mo Gates RTD	2 Mo Gates RTD	16 Ark Gates RTD	8 Wisc Mower RTD	11 Mo Mower RTD	5 Minn Mower RTD	47 Ill Mower RTD	26 Ill Mower RTD	Jnk's III Fuller 4 C1	63 Ohio Fuller RTD	43 Ohio Fuller RTD	39 Ohio Fuller RTD	27 Ohio Fuller RTD
38 Miss Martin RTD	37 Miss Martin RTD	36 Miss Martin RTD	37 Ala Martin RTD	3 Mo Cav Green RTD	6 Mo Green RTD	4 Mo Green RTD	43 Miss Green RTD	7 Miss Bn Green RTD	3 Tex C Colbert RTD	E/24 Mo Sullivan RTD	10 Mo Sullivan RTD	17 Iowa Sullivan RTD	10 Iowa Sullivan RTD	56 Ill Sullivan RTD	26 Mo Buford RTD	4 Minn Buford RTD	5 Iowa Buford RTD	59 Ind Buford RTD	48 Ind Buford RTD
Jnes Ark Cabell RTD	21 Ark Cabell RTD	20 Ark Cabell RTD	19 Ark Cabell RTD	18 Ark Cabell RTD	2 Tex Moore RTD	35 Miss Moore RTD	23 Ark Moore RTD	15 Ark Moore RTD	42 Ala Moore RTD	7 Ill Baldwin RTD	81 Ohio Oglesby RTD	22 Ohio Oglesby RTD	12 Ill Oglesby RTD	9 Ill Oglesby RTD	Union Bg Hackinn RTD	7 Iowa Hackinn RTD	2 Iowa Hackinn RTD	52 Ill Hackinn RTD	80 Ohio Sullivan RTD
3 Ky Rust RTD	9 Ark Rust RTD	35 Ala Rust RTD	31 Ala Rust RTD	4 Ala Bn Rust RTD	Sirmon SS Phifer RTD	9 Tex C Phifer RTD	6 Tex C Phifer RTD	3 Ark Cv Phifer RTD	Raph SS Cabell RTD	Frd's III Oliver 4 C1	18 Wisc Oliver RTD	14 Wisc Oliver RTD	18 Mo Oliver RTD	15 Mich Oliver RTD	17 Wisc McArthur RTD	16 Wisc McArthur RTD	21 Mo McArthur RTD	57 Ill Baldwin RTD	50 Ill Baldwin RTD
22 Miss Bowen RTD	15 Miss Bowen RTD	6 Miss Bowen RTD	49 Ala Vilpigue RTD	La Zou Vilpigue RTD	39 Miss Vilpigue RTD	33 Miss Vilpigue RTD	1 Cnf Bn Fuller RTD	1 Ala Vilpigue RTD	7 Ky Rust RTD	8 Wisc Fuller 4 M4	3 Mich b Fuller 4 M4	3 Mich a Fuller 4 M4	2 Iowa Mizner 4 P3	11 Ill Mizner 4 C4	7 Ill Mizner 4 C4	16 Iowa Crocker RTD	15 Iowa Crocker RTD	13 Iowa Crocker RTD	11 Iowa Crocker RTD
Clark Colbert RTD	Wade b Gates 4 L2	Wade a Gates 4 L2	1 Miss Jackson 4 C5	7 Tenn Jackson 4 S6	2 Mo Armstrong 4 M4	2 Ark Armstrong 4 M5	Adm's C Indpt 4 P5	1 Mo Bowen RTD	Ctrhs Bowen RTD	M1 Mo a Buford 4 L4	F2 US b Fuller 4 N2	F2 US a Fuller 4 L4	5 Ohio Mizner 4 C2	3 Mich Mizner 4 C4	7 Kans Mizner 4 C4	Supply McKean RTD	Supply Davies RTD	Supply Hamilton RTD	Supply Stanley RTD
Guibor Green RTD	Bryan Cabell RTD	St Louis Colbert RTD	McNally Phifer RTD	Landis Green RTD	Bledsoe Moore RTD	McClung Vilpigue RTD	Hoxton Indpt RTD	Hudson Rust RTD	2 Iowa Mower RTD	11 Mo a Indpt RTD	H1 Mo b Indpt RTD	H1 Mo a Indpt RTD	D1 Mo Indpt RTD	12 Wisc Sullivan RTD	12 Wisc Sullivan RTD	6 Wisc Sullivan RTD	6 Wisc Sullivan RTD	11 Ohio Buford RTD	M1 Mo b Buford RTD
Watson b Bowen RTD	Watson a Bowen RTD	Sengstak Indpt RTD	Lucas Martin RTD	Supply Lovel RTD	Supply Maury RTD	Supply Reserve RTD	Supply Hebert RTD	64 Ill SS Indpt RTD	3 Ohio Indpt RTD	11 Mo b Indpt RTD	K1 Mo Indpt RTD	F2 Ill Indpt RTD	1 Mn Lt Indpt RTD	5 Ohio Indpt RTD	10 Ohio Indpt RTD	Robnett Indpt RTD	Philips Indpt RTD	14 Mo SS Indpt RTD	Williams Indpt RTD

Jackson at the Crossroads/Corinth Counter Section Nr. 2 (200 pieces): Front

Battle of Corinth

UNION

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 4.

CONFEDERATE

Division Commanders

Rosecrns ★ ★ 2	Stanley 2/AM ★ 2	Hamilt 3/AM ★ 1	Mower Indpnt ★ 4 1	Fuller Indpnt ★ 3 1	Buford Indpnt ★ 4 2	Sullivan Indpnt ★ 3 1	Mizner Indpnt ★ 2 1	Brigade Comdr REPL 2 1	Oglesby Indpnt ★ 3 1
Davies 2/WT ★ 1	McKean 6/WT ★ 1		Baldwin Indpnt ★ 2 1	Hacklmm Indpnt ★ 3 1	McArthr Indpnt ★ 3 2	Oliver Indpnt ★ 3 1	Crocker Indpnt ★ 3 1	Brigade Comdr REPL 2 1	Brigade Comdr REPL 2 1

Brigade Commanders

27 Ohio Fuller ★ 4 R4	39 Ohio Fuller ★ 4 R4	43 Ohio Fuller ★ 4 R3	63 Ohio Fuller ★ 4 R3	Jnk's 111 Fuller ★ 2 C1	26 Ill Mower ★ 3 R4	47 Ill Mower ★ 3 R2	5 Minn Mower ★ 4 M4	11 Mo Mower ★ 4 M3	8 Wisc Mower ★ 3 M4
48 Ind Buford ★ 3 R4	59 Ind Buford ★ 3 R6	5 Iowa Buford ★ 4 R2	4 Minn Buford ★ 3 R5	26 Mo Buford ★ 4 R3	56 Ill Sullivan ★ 3 R3	10 Iowa Sullivan ★ 3 R3	17 Iowa Sullivan ★ 3 R3	10 Mo Sullivan ★ 3 R3	E/24 Mo Sullivan ★ 3 R1

80 Ohio Sullivan ★ 3 R3	52 Ill Hacklmm ★ 3 R4	2 Iowa Hacklmm ★ 3 R3	7 Iowa Hacklmm ★ 4 R4	Union Bd Hacklmm ★ 2 R3	9 Ill Oglesby ★ 5 R3	12 Ill Oglesby ★ 4 R3	22 Ohio Oglesby ★ 3 R4	81 Ohio Oglesby ★ 3 R2	7 Ill Baldwin ★ 3 M4
50 Ill Baldwin ★ 3 R3	57 Ill Baldwin ★ 3 R3	21 Mo McArthr ★ 3 R4	16 Wisc McArthr ★ 4 M3	17 Wisc McArthr ★ 2 R7	15 Mich Oliver ★ 4 R5	18 Mo Oliver ★ 3 R3	14 Wisc Oliver ★ 3 R3	18 Wisc Oliver ★ 2 R5	Frd's Ill Oliver ★ 2 C1

Combat Units

11 Iowa Crocker ★ 2 R6	13 Iowa Crocker ★ 3 R6	15 Iowa Crocker ★ 3 R4	16 Iowa Crocker ★ 2 R6	7 Ill Mizner ★ 2 C4	11 Ill Mizner ★ 2 C4	2 Iowa Mizner ★ 2 P3	3 Mich a Fuller ★ 4 HB2	3 Mich b Fuller ★ 4 PA4	8 Wisc Fuller ★ 4 N2
Supply Stanley ★ 4 R1	Supply Hamilton ★ 4 R1	Supply Davies ★ 4 R1	Supply McKean ★ 4 R1	7 Kans Mizner ★ 2 C4	3 Mich Mizner ★ 2 C4	5 Ohio Mizner ★ 2 C2	F2 US a Fuller ★ 5 L4	F2 US b Fuller ★ 5 N2	M1 Mo a Buford ★ 4 PA4

M1 Mo b Buford ★ 4 HA2	11 Ohio Buford ★ 5 HA4	6 Wisc a Sullivan ★ 4 N4	6 Wisc b Sullivan ★ 4 HB2	12 Wisc a Sullivan ★ 4 L4	12 Wisc b Sullivan ★ 4 HA2	D1 Mo Indpnt ★ 4 PB4	H1 Mo a Indpnt ★ 4 PA2	H1 Mo b Indpnt ★ 4 PB2	I1 Mo a Indpnt ★ 4 L4
Williams Indpnt ★ 5 PC3	14 Mo SS Indpnt ★ 4 H3	Phillips Indpnt ★ 5 HC1	Robinett Indpnt ★ 5 PB3	10 Ohio Indpnt ★ 3 L4	5 Ohio Indpnt ★ 5 N4	1 Mn L1 Indpnt ★ 5 HA4	F2 Ill Indpnt ★ 4 PA4	K1 Mo Indpnt ★ 4 PA4	I1 Mo b Indpnt ★ 4 HA2

Division Commanders

Van Dorn ★ ★ ★ 1	Lovell 1 DoM ★ ★ ★ 1	Hebert H/AoW ★ ★ ★ 2	Gates Indpnt ★ ★ ★ 3 2	Colbert Indpnt ★ ★ ★ 4 1	Green Indpnt ★ ★ ★ 3 2	Moore Indpnt ★ ★ ★ 3 1	Cabell Indpnt ★ ★ ★ 4 2	Martin Indpnt ★ ★ ★ 3 1	Brigade Comdr REPL 2 1
Price AoW ★ ★ ★ 2	Maury M/AoW ★ ★ ★ 1	Game Turn	Rust Indpnt ★ ★ ★ 4 1	Vilpigue Indpnt ★ ★ ★ 3 1	Bowen Indpnt ★ ★ ★ 4 2	Jackson Indpnt ★ ★ ★ 2 1	Phifer Indpnt ★ ★ ★ 3 1	Armstrng Indpnt ★ ★ ★ 2 1	Brigade Comdr REPL 2 1

Brigade Commanders

16 Ark Gates ★ 3 M2	2 Mo Gates ★ 5 M5	3 Mo Gates ★ 4 M5	5 Mo Gates ★ 4 M5	1 Mo Cv Gates ★ 4 M4	14 Ark Colbert ★ 3 M1	17 Ark Colbert ★ 3 M1	3 La Colbert ★ 4 R4	40 Miss Colbert ★ 4 R3	27 Tex C Colbert ★ 4 M4
3 Tex C Colbert ★ 5 M3	7 Miss Bn Green ★ 3 R3	43 Miss Green ★ 2 R4	4 Mo Green ★ 4 M5	6 Mo Green ★ 5 M6	3 Mo Cv Green ★ 4 M4	37 Ala Martin ★ 4 R3	36 Miss Martin ★ 3 R3	37 Miss Martin ★ 3 R3	38 Miss Martin ★ 3 R2

42 Ala Moore ★ 7 R7	15 Ark Moore ★ 4 M2	23 Ark Moore ★ 2 M2	35 Miss Moore ★ 2 R5	2 Tex Moore ★ 5 R3	18 Ark Cabell ★ 3 M3	19 Ark Cabell ★ 3 M3	20 Ark Cabell ★ 3 M3	21 Ark Cabell ★ 3 M3	Jnes Ark Cabell ★ 4 M2
Raply SS Cabell ★ 4 R2	3 Ark Cv Phifer ★ 2 M4	6 Tex C Phifer ★ 5 M4	9 Tex C Phifer ★ 5 M3	Strmn SS Phifer ★ 5 R3	4 Ala Bn Rust ★ 4 R3	31 Ala Rust ★ 3 R5	35 Ala Rust ★ 4 R3	9 Ark Rust ★ 4 R4	3 Ky Rust ★ 4 M3

Combat Units

7 Ky Rust ★ 4 M4	1 Ala Vilpigue ★ 4 R2	1 Cnf Bn Vilpigue ★ 4 R4	33 Miss Vilpigue ★ 2 R6	39 Miss Vilpigue ★ 2 R6	La Zouv Vilpigue ★ 2 R2	49 Ala Vilpigue ★ 3 R4	6 Miss Bowen ★ 4 R3	15 Miss Bowen ★ 4 R5	22 Miss Bowen ★ 4 R5
Crthr SS Bowen ★ 3 R3	1 Mo Bowen ★ 4 M5	Adm's C Indpnt ★ 2 P5	2 Ark Armstrng ★ 2 M5	2 Mo Armstrng ★ 2 M4	7 Tenn Jackson ★ 2 S6	1 Miss Jackson ★ 2 C5	Wade a Gates ★ 5 L2	Wade b Gates ★ 5 HA2	Clark Colbert ★ 5 L2

2 Iowa Mower ★ 4 L6	Hudson Rust ★ 4 TA6	Hoxton Indpnt ★ 4 L4	McClung Vilpigue ★ 4 N4	Bledsoe Moore ★ 5 HA4	Landis Green ★ 4 HB3	McNally Phifer ★ 4 HA4	St Louis Colbert ★ 4 HA3	Bryan Cabell ★ 4 HA4	Guibor Green ★ 5 HA4
3 Ohio Indpnt ★ 3 N2	64 Ill SS Indpnt ★ 4 SR3	Supply Hebert ★ 4 R1	Supply Reserve ★ 4 R1	Supply Maury ★ 4 R1	Supply Lovell ★ 4 R1	Lucas Martin ★ 4 L4	Sengstak Indpnt ★ 5 HA4	Watsn a Bowen ★ 4 L4	Watsn b Bowen ★ 4 HA2

Jackson at the Crossroads/Corinth Counter Section Nr. 2 (200 pieces): Back

Martin
Indpnt
REPL
2 1

Cabell
Indpnt
REPL
3 1

Moore
Indpnt
REPL
2 1

Green
Indpnt
REPL
2 1

Colbert
Indpnt
REPL
3 1

Gates
Indpnt
REPL
2 1

Armstrng
Indpnt
REPL
1 1

Phifer
Indpnt
REPL
2 1

Jackson
Indpnt
REPL
1 1

Bowen
Indpnt
REPL
3 1

Vilpigue
Indpnt
REPL
2 1

Rust
Indpnt
REPL
3 1

Oglesby
Indpnt
REPL
2 1

Mizner
Indpnt
REPL
1 1

Sullivan
Indpnt
REPL
2 1

Buford
Indpnt
REPL
3 1

Fuller
Indpnt
REPL
2 1

Mower
Indpnt
REPL
3 1

Crocker
Indpnt
REPL
2 1

Oliver
Indpnt
REPL
2 1

McArthr
Indpnt
REPL
2 1

Hacklmm
Indpnt
REPL
2 1

Baldwin
Indpnt
REPL
1 1

27 Tex C
Colbert
RTD

40 Miss
Colbert
RTD

3 La
Colbert
RTD

17 Ark
Colbert
RTD

14 Ark
Colbert
RTD

1 Mo Cav
Gates
RTD

5 Mo
Gates
RTD

3 Mo
Gates
RTD

2 Mo
Gates
RTD

16 Ark
Gates
RTD

38 Miss
Martin
RTD

37 Miss
Martin
RTD

36 Miss
Martin
RTD

37 Ala
Martin
RTD

3 Mo Cav
Green
RTD

6 Mo
Green
RTD

4 Mo
Green
RTD

43 Miss
Green
RTD

7 Miss Bn
Green
RTD

3 Tex C
Colbert
RTD

Jnes Ark
Cabell
RTD

21 Ark
Cabell
RTD

20 Ark
Cabell
RTD

19 Ark
Cabell
RTD

18 Ark
Cabell
RTD

2 Tex
Moore
RTD

35 Miss
Moore
RTD

23 Ark
Moore
RTD

15 Ark
Moore
RTD

42 Ala
Moore
RTD

3 Ky
Rust
RTD

9 Ark
Rust
RTD

35 Ala
Rust
RTD

31 Ala
Rust
RTD

4 Ala Bn
Rust
RTD

Strmn SS
Phifer
RTD

9 Tex C
Phifer
RTD

6 Tex C
Phifer
RTD

3 Ark Cv
Phifer
RTD

Raply SS
Cabell
RTD

22 Miss
Bowen
RTD

15 Miss
Bowen
RTD

6 Miss
Bowen
RTD

49 Ala
Vilpigue
RTD

La Zouv
Vilpigue
RTD

39 Miss
Vilpigue
RTD

33 Miss
Vilpigue
RTD

1 Cnf Bn
Vilpigue
RTD

1 Ala
Vilpigue
RTD

7 Ky
Rust
RTD

Clark
Colbert
5

Wade b
Gates
5

Wade a
Gates
5

1 Miss
Jackson
4 C5

7 Tenn
Jackson
2 S6

2 Mo
Armstng
4 M4

2 Ark
Armstng
3 M5

Adm's C
Indpnt
4 P5

1 Mo
Bowen
RTD

CrthrsSS
Bowen
RTD

Guibor
Green
5

Bryan
Cabell
4

St Louis
Colbert
4

McNally
Phifer
4

Landis
Green
4

Bledsoe
Moore
5

McClung
Vilpigue
4

Hoxton
Indpnt
4

Hudson
Rust
4

2 Iowa
Mower
4

Watsn b
Bowen
4

Watsn a
Bowen
4

Sengstak
Indpnt
5

Lucas
Martin
4

Supply
Lovell
RTD

Supply
Maury
RTD

Supply
Reserve
RTD

Supply
Hebert
RTD

64 Ill SS
Indpnt
RTD

3 Ohio
Indpnt
3

8 Wisc
Mower
RTD

11 Mo
Mower
RTD

5 Minn
Mower
RTD

47 Ill
Mower
RTD

26 Ill
Mower
RTD

Jnk's Ill
Fuller
4 C1

63 Ohio
Fuller
RTD

43 Ohio
Fuller
RTD

39 Ohio
Fuller
RTD

27 Ohio
Fuller
RTD

E/24 Mo
Sullivan
RTD

10 Mo
Sullivan
RTD

17 Iowa
Sullivan
RTD

10 Iowa
Sullivan
RTD

56 Ill
Sullivan
RTD

26 Mo
Buford
RTD

4 Minn
Buford
RTD

5 Iowa
Buford
RTD

59 Ind
Buford
RTD

48 Ind
Buford
RTD

7 Ill
Baldwin
RTD

81 Ohio
Oglesby
RTD

22 Ohio
Oglesby
RTD

12 Ill
Oglesby
RTD

9 Ill
Oglesby
RTD

UnionBg
Hacklmm
RTD

7 Iowa
Hacklmm
RTD

2 Iowa
Hacklmm
RTD

52 Ill
Hacklmm
RTD

80 Ohio
Sullivan
RTD

Frd's Ill
Oliver
2 C1

18 Wisc
Oliver
RTD

14 Wisc
Oliver
RTD

18 Mo
Oliver
RTD

15 Mich
Oliver
RTD

17 Wisc
McArthr
RTD

16 Wisc
McArthr
RTD

21 Mo
McArthr
RTD

57 Ill
Baldwin
RTD

50 Ill
Baldwin
RTD

8 Wisc
Fuller
4

3 Mich b
Fuller
4

3 Mich a
Fuller
4

2 Iowa
Mizner
3 P3

11 Ill
Mizner
3 C4

7 Ill
Mizner
3 C4

16 Iowa
Crocker
RTD

15 Iowa
Crocker
RTD

13 Iowa
Crocker
RTD

11 Iowa
Crocker
RTD

M 1 Mo a
Buford
4

F 2 US b
Fuller
5

F 2 US a
Fuller
5

5 Ohio
Mizner
3 C2

3 Mich
Mizner
3 C4

7 Kans
Mizner
4 C4

Supply
McKean
RTD

Supply
Davies
RTD

Supply
Hamlin
RTD

Supply
Stanley
RTD

11 Mo a
Indpnt
4

H 1 Mo b
Indpnt
4

H 1 Mo a
Indpnt
4

D 1 Mo
Indpnt
4

12 Wisc b
Sullivan
4

12 Wisc a
Sullivan
4

6 Wisc b
Sullivan
4

6 Wisc a
Sullivan
4

11 Ohio
Buford
5

M 1 Mo b
Buford
4

11 Mo b
Indpnt
4

K 1 Mo
Indpnt
4

F 2 Ill
Indpnt
4

1 Mn Lt
Indpnt
5

5 Ohio
Indpnt
5

10 Ohio
Indpnt
3

Robnett
Indpnt
5
















Phillips
Indpnt
5

14 Mo SS
Indpnt
RTD

Williams
Indpnt
5

Great Battles of the American Civil War Marker Section (200 pieces): Front

1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3
5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5

7	7	7	7	7	7	7	7	7	7
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd
 a	 b	 c	 d	 e	 f	 g	 h	 j	 k
 l	 m	 n	 o	 p	a Wagon Crew	b Wagon Crew	c Wagon Crew	d Wagon Crew	e Wagon Crew

Great Battles of the American Civil War Marker Section (200 pieces): Back

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

2	2	2	2	2	2	2	2	2
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[illegible][illegible]

4	4	4	4	4	4	4	4	4
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[illegible][illegible][illegible][illegible]

