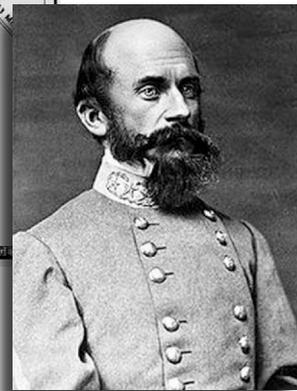
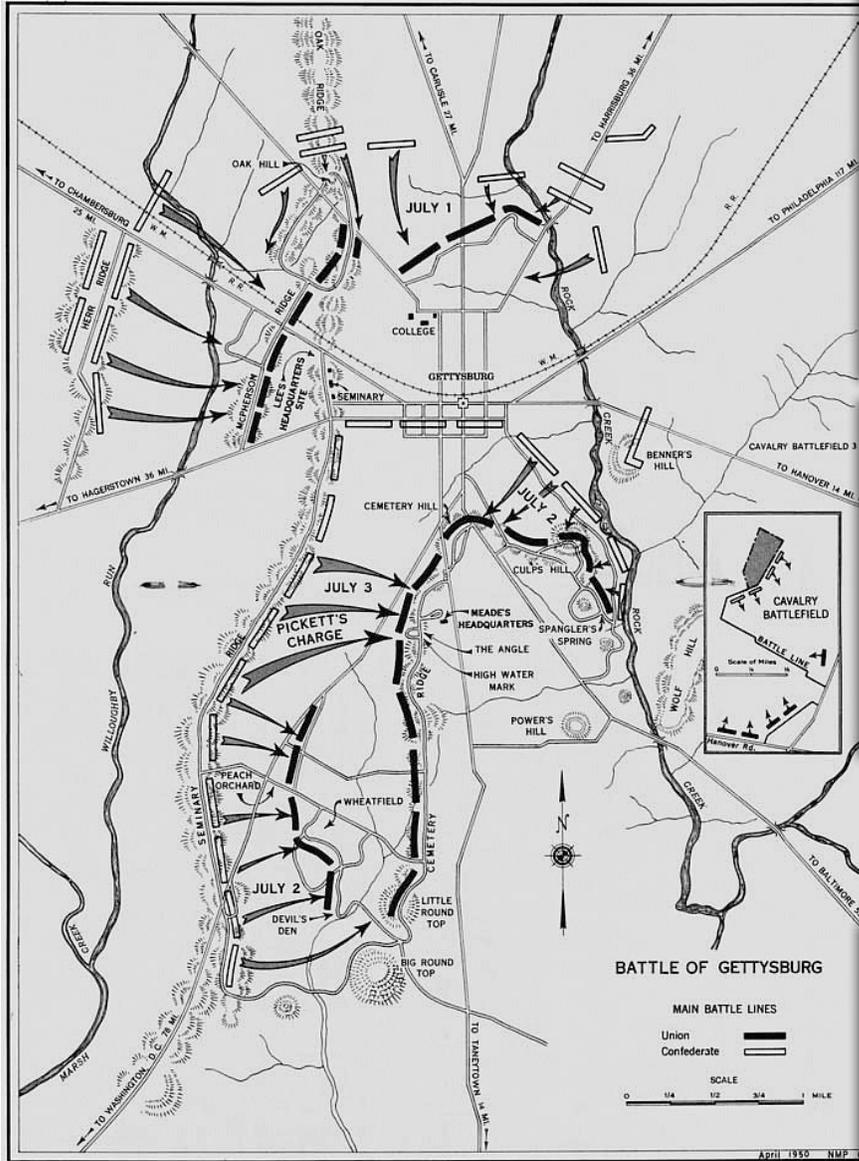


Carnage&GloryII

Army List Module



Virginia, June 1863
Generals Sickles and Sykes
General Ewell

Virginia 1863 - Army Lists

Introduction

The accompanying information, and associated files, is designed for use with the Carnage&GloryII system software. Using the system software you can use the army lists to create any number of different orders of battle, or to make whatever modifications or additions to the officer and unit listings that you consider appropriate or necessary to suit your own needs.

In preparing these army lists a balance has been sought between history and the practicalities of wargaming. Serious students of history may find inconsistencies with specific officer and/or unit ratings or strengths, and you are invited to modify any and all of the ratings and strengths to suit your own preference, prejudice or historical research.

Battlefield Frontage

The composition of each army list will include forces representing two or three infantry divisions and their supporting artillery, with associated commands from army/corps to brigade level. These forces amount to between 15,000 and 25,000 men. The cavalry corps formations are provided as separate army lists.

Although it varied from engagement to engagement, the actual concentration of men engaged per lineal mile of front was typically between 12,500 and 30,000 men. As such, the forces represented by each list should be deployed on a battlefield frontage between one to two miles in length. Using a ground scale of 1 inch = 50 paces [6-18 mm figures], where one mile equates to approximately four feet of table length, your forces should be deployed on a table width between four and eight feet. Using a ground scale of 1 inch = 25 paces [20-40 mm figures], where one mile equates to approximately eight feet of table length, your forces should be deployed on a table width between eight and sixteen feet. Using a ground scale of 1 inch = 33.3 paces [20-40 mm figures], where one mile equates to approximately five feet of table length, your forces should be deployed on a table width between five and ten feet.

As a simple rule of thumb to establish the length of a game I have always used the following principle: Every ten combat units equates to one hour of play. So a brigade size game with five units per side, will take about one hour to complete. A multiple brigade size game with ten units per side, will take perhaps two hours to complete, and a larger division size game with fifteen units per side, will take perhaps three hours to complete. Obviously these times represent a generalization, scenario design and other factors may affect the length of play, but it's certainly reasonable as a guide.

Working with the Army Lists

The army lists are useful to help get you started with your miniatures collections and getting them into battle by developing orders of battle. You may be fortunate and have large collections already available, but more likely you won't, and your collections will grow as you add more officers or units over the months and years. In this case you may find that not all the officers and units are available to match the exact establishments reflected within the army lists. For your purposes, the missing officers or units can be considered to be on 'detachment'. For example, within your immediate collection you have ten battalions of infantry, and you want them to represent a division of infantry, but the army list indicates twelve battalions in the division of your choice. To resolve this issue the extra two battalions you are missing from your collection, need to be put on detachment. In this way they will not be inadvertently included in your tabletop orders of battle. To suit this purpose, each army list has included an officer with ID x02 [102 / Confederate or 502 / Union] as a staff officer. The purpose of this officer is to 'command' the detached units that still have to join their respective active commands [be added to your collections]. It is a simple matter to open the army list, using the system software, and then reassign the necessary unit[s] to this staff officer. Then when you create your orders of battle, simply skip over officer x02, and only select those commands that are 'active' within your collections. As the units become 'active' and are added to your collections, then return to the army list within the system software, and reassign the unit[s] to the appropriate commanding officer.

Unit Organization Charts

The following charts give guidance on basic organizations for infantry, cavalry and artillery. A typical infantry regiment at this time period had a ten-company organization. Both the Confederate and Union forces have integral skirmish companies, and this is reflected within the army lists, and both can be used offensively by employing skirmish fire during the fire phase. Depending on the experience of the troops, a unit will deploy either 10 or 20 percent of its force in the skirmish line. However, not all of these men will be actively engaged in the skirmish line, and a percentage will always be kept back as support. A Confederate cavalry regiment fielded ten companies, which tended to operate in the field collectively. A Union cavalry regiment typically fielded three battalions, each of four companies, for a total of twelve. A Confederate artillery company had two sections, each of two guns, for a total of four pieces. A Union artillery company typically had three sections, each of two guns, for a total of six. Confederate batteries tended to be of mixed caliber whilst Union batteries tended to field similar caliber pieces.

Nationality		Number of Sub-Units [Companies] per Unit	Number of Regiments per Brigade
Infantry	Confederate	10	Varies
	Union	10	Varies

Nationality		Number of Sub-Units [Troops] per Unit	Number of Tactical Elements per Regiment
Cavalry	Confederate	10	2
	Union	8	3

Nationality		Number of Sub-Units [Sections] per Unit	number of crew figures
Artillery	Confederate	2	4
	Union	3	6

Unit Frontages

The following charts give guidance on basing standards for infantry, cavalry and artillery. These are not mandatory, but should be used for guidance purposes, and will be useful if you are basing units for the first time. The assumption has been made that an infantry file occupies 27 inches, and a cavalry file occupies 48 inches. The calculation of theoretical frontage also includes for men not in the rank and file, such as officers, senior NCO's and musicians. The assumption is that for every 100 men within the rank and file there are an additional seven to eight supernumeraries. Artillery is considered to occupy 20 paces per cannon and crew.

Charts are provided for both Imperial [3" = 100 paces and 1" = 50 paces] and Metric [3 mm = 4 paces and 1 mm = 2 paces]. Two alternate infantry basing charts are offered for the 1" = 25 paces and 1 mm = 1 pace, this enables you to have more or less figures in a unit, to accommodate 20 or 25 mm figures, as opposed to the larger, bulkier 28 or 40 mm figures, which tend to require wider individual base frontages. The army lists are created assuming the wider ¾" / 20 mm figure frontage. It is also recommended that the wider figure basing be used for troops typically deployed in two-ranks.

The representative colors of the charts are designed to compliment the pace stick colors, which can be downloaded from the Carnage&GloryII Yahoo Group on line.

<http://games.groups.yahoo.com/group/carnageandglory2/>

Imperial Measurement Basing Charts

Ground Scale: 3" = 100 Paces 28-40mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: ¾" per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	106	1 1/2"	4
		212	3"	8
		318	4 ½"	12
		424	6"	16
		530	7 ½"	20
		636	9"	24
		742	10 ½"	28
848	12"	32		

Ground Scale: 3" = 100 Paces 20-25mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 5/8" per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	133	1 7/8"	6
		266	3 ¾"	12
		399	5 5/8"	18
		532	7 ½"	24
		665	9 3/8"	30
		798	11 ¼"	36

Ground Scale: 3" = 100 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 1" per figure	number of figures in single rank
Nationality				
Cavalry	Confederate	240	6"	6
	Union	160	4"	4

Ground Scale: 3" = 100 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Artillery	Confederate	4	2 3/8"	1
	Union	6	3 1/2"	1 or 2

Ground Scale: 1" = 50 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 3/8" per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	120	1 1/8"	6
		240	2 1/4"	12
		360	3 3/8"	18
		480	4 1/2"	24
		600	5 5/8"	30
		720	6 3/4"	36
		840	7 7/8"	32

Ground Scale: 1" = 50 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 1/2" per figure	number of figures in single rank
Nationality				
Cavalry	Confederate	240	3"	6
	Union	160	2"	4

Ground Scale: 1" = 50 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Artillery	Confederate	4	2 3/8"	1
	Union	6		1 or 2

Metric Measurement Basing Charts

Ground Scale: 3 mm = 4 Paces 28-40mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 20 mm per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	106	40 mm	4
		212	80 mm	8
		318	120 mm	12
		424	160 mm	16
		530	200 mm	20
		636	240 mm	24
		742	280 mm	28
		848	320 mm	32

Ground Scale: 3 mm = 4 Paces 20-25mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 16 mm per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	133	48 mm	6
		266	96 mm	12
		399	144 mm	18
		532	192 mm	24
		665	240 mm	30
		798	288 mm	36

Ground Scale: 3 mm = 4 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 25 mm per figure	number of figures in single rank
Nationality				
Cavalry	Confederate	240	150 mm	6
	Union	160	100 mm	4

Ground Scale: 3 mm = 4 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Artillery	Confederate	4	60 mm	1
	Union	6	90 mm	1 or 2

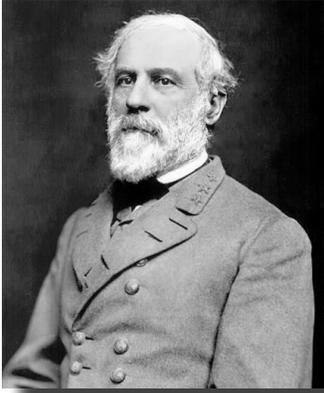
Ground Scale: 1 mm = 2 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 10 mm per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	120	30 mm	6
		240	60 mm	12
		360	90 mm	18
		480	120 mm	24
		600	150 mm	30
		720	180 mm	36
		840	210 mm	42

Ground Scale: 1 mm = 2 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 12.5 mm per figure	number of figures in single rank
Nationality				
Cavalry	Confederate	240	100 mm	8
	Union	180	75 mm	6

Ground Scale: 1 mm = 2 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Artillery	Confederate	4	40 mm	1
	Union	6	60 mm	1 or 2

The Army Lists

The following represents the army lists reproduced in the format that would be seen when using the system software 'command review' option, on turn one. At that time you will also be able to review the unit status, formation [omitted in this example] and firearm type. In subsequent game turns, you will be able to review the morale and fatigue levels in lieu of formation and firearms. If it becomes necessary during the game to verify a units formation, that can be done by reviewing the individual combat unit, without the need to review the whole order of battle.

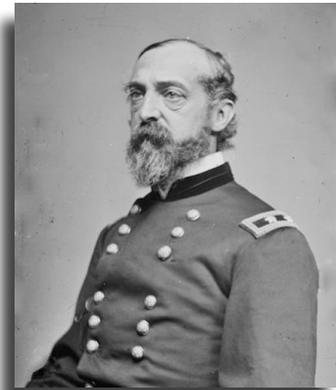


Gen. Robert E. Lee

The numbers in [] on the left of each line indicate the unique officer and unit ID numbers that Carnage&GloryII uses to identify the officer or unit within it's database. It is important that these numbers remain unique, and no officer or unit within the same army list or derived order of battle should have a duplicate ID number. The officers' rank and name, his active status, rating and his zone of influence or command radius distance in paces follow the officer ID number. The officer rating is a reflection of his tactical and leadership qualities, and can be amended manually or employing the randomizer. The unit ID number is followed by the unit name, the number of losses [on turn one this will be 0] and the actual unit strength, a third number will denote the number of cannon with the unit [infantry battalion guns or artillery tubes]. The next item, a letter with a varying suffix, represents the rating of the unit. This is a combination of the units' morale, experience, combat and fire rating qualities, A+ represents the best, and E- represents the worst. A unit with excellent combat and fire ratings, aggressive classification and crack status will be an A+ unit, whilst a unit with contemptible combat and fire ratings, irregular classification and raw status will be an E- unit. If you consider the default characteristics inappropriate you have two options, either randomize the combat and fire ratings, or amend them manually to better reflect historical evidence. If you randomize the ratings, a unit will never achieve excellent or contemptible characteristics. The last item is the weapon type of the unit.

The unit strength is given in actual terms of real men, and not as a number of figures. Losses are also accrued in actual terms and not in the number of representative figures. For this reason there are no set figure ratios, and a figure can represent any number of real men.

What is more important than a figure ratio is the relative frontage of the represented unit; this goes hand in hand with the selected ground scale. Essentially every inch or millimeter of a tabletop unit frontage represents a certain number of men, relative to the formation and number of ranks and files represented by the unit. Representation of unit formations on the tabletop is generally a compromise, particularly when considering columns and square formations, where the physical footprint or width is not a true reflection of the actual historical formation. The basic line formation frontage, however, should be as relatively accurate for gaming purposes as possible, and especially consistent across the units represented on both sides of the table. Using this principle, the charts on the previous pages, are provided as guidelines to typical unit frontages represented within the army lists. However, it is not necessary to rebase your existing collections to suit these frontages. Essentially, your figures can be mounted to whatever basing system you prefer, but you should ensure that the unit frontages are obviously representative of the intended unit size. For example, if you have a unit that represents 424 men, it should be narrower than another unit representing 636 men. In this example, simply ensure that the relative frontages are obvious, without necessarily being exact.



Maj. Gen. George Meade

Carnage&GloryII
Virginia 1863 - Army List Module

Army Robert E. Lee

[101] General Robert E. Lee - Active A- [1400 paces]

Corps Richard S. Ewell

[128] Lieutenant General Richard S. Ewell - Active C [1200 paces]

Division Edward Johnson

[129] Major General Edward Johnson - Active B- [800 paces]

Brigade George H. Steuart

[130] Brigadier General George H. Steuart - Active B [450 paces]

[195]	1st Maryland	0/ 424	B+	P1853	Enfield
[196]	1st NC State Troops	0/ 318	B	P1853	Enfield
[197]	3rd NC State Troops	0/ 318	B	P1853	Enfield
[198]	10th Virginia	0/ 318	B	P1853	Enfield
[199]	23rd Virginia	0/ 318	B	P1853	Enfield
[200]	37th Virginia	0/ 318	B	P1853	Enfield

Brigade James A. Walker [Stonewall Bde]

[131] Brigadier General James A. Walker [Stonewall Bde] - Active B [450 paces]

[201]	2nd Virginia	0/ 318	B+	P1853	Enfield
[202]	4th Virginia	0/ 318	B+	P1853	Enfield
[203]	5th Virginia	0/ 318	B+	P1853	Enfield
[204]	27th Virginia	0/ 106	B+	P1853	Enfield
[205]	33rd Virginia	0/ 318	B+	P1853	Enfield

Brigade J.M. Williams [Nicholl's Bde]

[132] Colonel J.M. Williams [Nicholl's Bde] - Active B [450 paces]

[206]	1st Louisiana	0/ 212	B	P1853	Enfield
[207]	2nd Louisiana	0/ 212	B	P1853	Enfield
[208]	10th Louisiana	0/ 212	B	P1853	Enfield
[209]	14th Louisiana	0/ 212	B	P1853	Enfield
[210]	15th Louisiana	0/ 212	B	P1853	Enfield

Brigade John M. Jones

[133] Brigadier General John M. Jones - Active B [450 paces]

[211]	21st Virginia	0/ 318	B	P1853	Enfield
[212]	25th Virginia	0/ 318	B	P1853	Enfield
[213]	42nd Virginia	0/ 318	B	P1853	Enfield
[214]	44th Virginia	0/ 318	B	P1853	Enfield
[215]	48th Virginia	0/ 212	B	P1853	Enfield
[216]	50th Virginia	0/ 318	B	P1853	Enfield

Battalion James W. Latimer

[134] Major James W. Latimer - Active B [225 paces]

[217]	Dement's [Maryland] Battery	0/ 100 [4]	B	M1857	12 Pounder Napoleon
[218]	Carpenter's [Virginia] Battery	0/ 100 [4]	B	mixed	Napoleon/3-inch
[219]	Brown's [Maryland] Battery	0/ 100 [4]	B	10 Pounder	Parrott Rifle
[220]	Raine's [Virginia] Battery	0/ 100 [4]	B-	mixed	20# Par/3-inch

Division Jubal A. Early

[135] Major General Jubal A. Early - Active C [800 paces]

Brigade Harry Hays

[136] Brigadier General Harry Hays - Active B+ [500 paces]

[221]	5th Louisiana	0/ 212	B+	P1853	Enfield
[222]	6th Louisiana	0/ 212	B+	P1853	Enfield
[223]	7th Louisiana	0/ 212	B+	P1853	Enfield
[224]	8th Louisiana	0/ 212	B+	P1853	Enfield
[225]	9th Louisiana	0/ 212	B+	P1853	Enfield

Brigade Isaac Avery [Hokes Bde]

[137] Colonel Isaac Avery [Hokes Bde] - Active B [450 paces]

[226]	6th North Carolina	0/ 530	B+	P1853	Enfield
[227]	21st North Carolina	0/ 424	B	P1853	Enfield
[228]	57th North Carolina	0/ 318	B	P1853	Enfield

Brigade William Smith

[138] Brigadier General William Smith - Active B [450 paces]

[229]	31st Virginia	0/ 318	B	P1853	Enfield
[230]	49th Virginia	0/ 318	B	P1853	Enfield
[231]	52nd Virginia	0/ 318	B	P1853	Enfield

Brigade John B. Gordon

[139] Brigadier General John B. Gordon - Active B+ [500 paces]

[232]	13th Georgia	0/ 424	B+	P1853	Enfield
[233]	26th Georgia	0/ 318	B+	P1853	Enfield
[234]	31st Georgia	0/ 318	B+	P1853	Enfield
[235]	38th Georgia	0/ 318	B+	P1853	Enfield
[236]	60th Georgia	0/ 318	B	P1853	Enfield

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Virginia 1863 - Army List Module

[237]	61st Georgia	0/ 318	B+	P1853	Enfield
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Battalion Hilary P. Jones

[140] **Lieutenant Colonel Hilary P. Jones - Active B [225 paces]**

[238]	Carrington's [Virginia] Btty	0/ 100 [4]	B	M1857	12 Pounder Napoleon
[239]	Tanner's [Virginia] Battery	0/ 100 [4]	B	3-inch	Ordnance Rifle
[240]	Green's [Louisiana] Battery	0/ 100 [4]	B	mixed 3-inch/10#	Par
[241]	Garber's [Virginia] Battery	0/ 100 [4]	B	M1857	12 Pounder Napoleon

Division Robert Rodes

[141] **Major General Robert Rodes - Active B- [875 paces]**

Brigade Junius Daniel

[142] **Brigadier General Junius Daniel - Active B [450 paces]**

[242]	32nd North Carolina	0/ 424	B-	P1853	Enfield
[243]	43rd North Carolina	0/ 424	B-	P1853	Enfield
[244]	45th North Carolina	0/ 636	B-	P1853	Enfield
[245]	53rd North Carolina	0/ 424	B-	P1853	Enfield
[246]	2nd North Carolina Bttn	0/ 212	C+	P1853	Enfield

Brigade George Doles

[143] **Brigadier General George Doles - Active B [450 paces]**

[247]	4th Georgia	0/ 318	B	P1853	Enfield
[248]	12th Georgia	0/ 318	B	P1853	Enfield
[249]	21st Georgia	0/ 318	B	P1853	Enfield
[250]	44th Georgia	0/ 318	B	P1853	Enfield

Brigade Alfred Iverson

[144] **Brigadier General Alfred Iverson - Active B [450 paces]**

[251]	5th North Carolina	0/ 530	B	P1853	Enfield
[252]	12th North Carolina	0/ 318	B	P1853	Enfield
[253]	20th North Carolina	0/ 424	B	P1853	Enfield
[254]	23rd North Carolina	0/ 318	B	P1853	Enfield

Brigade Stephen D. Ramseur

[145] **Brigadier General Stephen D. Ramseur - Active B+ [500 paces]**

[255]	2nd North Carolina	0/ 318	B+	P1853	Enfield
[256]	4th North Carolina	0/ 318	B+	P1853	Enfield
[257]	14th North Carolina	0/ 318	B+	P1853	Enfield
[258]	30th North Carolina	0/ 318	B+	P1853	Enfield

Brigade Edward A. O'Neal

[146] **Colonel Edward A. O'Neal - Active B [450 paces]**

[259]	3rd Alabama	0/ 318	B	P1853	Enfield
[260]	5th Alabama	0/ 318	B	P1853	Enfield
[261]	6th Alabama	0/ 318	B	P1853	Enfield
[262]	12th Alabama	0/ 318	B	P1853	Enfield
[263]	26th Alabama	0/ 318	B	P1853	Enfield

Battalion Thomas H. Carter

[147] **Lieutenant Colonel Thomas H. Carter - Active B [225 paces]**

[264]	Reese's [Alabama] Battery	0/ 100 [4]	B	3-inch	Ordnance Rifle
[265]	Carter's [Virginia] Battery	0/ 100 [4]	B	mixed Napoleon/10#	Par
[266]	Page's [Virginia] Battery	0/ 100 [4]	B	M1857	12 Pounder Napoleon
[267]	Fry's [Virginia] Battery	0/ 100 [4]	B	mixed 3-inch/10#	Par

Division William B. Taliferro

[148] **Brigadier General William B. Taliferro - Active B [875 paces]**

Brigade Nathan G. Evans

[149] **Brigadier General Nathan G. Evans - Active B [450 paces]**

[268]	17th South Carolina	0/ 318	B	P1853	Enfield
[269]	18th South Carolina	0/ 424	B	P1853	Enfield
[270]	22nd South Carolina	0/ 318	B	P1853	Enfield
[271]	26th South Carolina	0/ 424	B	P1853	Enfield
[272]	Holcomb Legion	0/ 212	B	P1853	Enfield

Brigade Hugh W. Mercer

[150] **Brigadier General Hugh W. Mercer - Active B [450 paces]**

[273]	57th Georgia	0/ 424	B	P1853	Enfield
[274]	62nd Georgia	0/ 424	B	P1853	Enfield
[275]	63rd Georgia	0/ 424	B	P1853	Enfield
[276]	64th Georgia	0/ 424	B	P1853	Enfield

Brigade Joeseeph Finegan

[151] **Brigadier General Joeseeph Finegan - Active B [450 paces]**

[277]	1st Florida Bttn	0/ 318	B	P1853	Enfield
[278]	2nd Florida Bttn	0/ 212	B	P1853	Enfield
[279]	4th Florida Bttn	0/ 318	B	P1853	Enfield
[280]	6th Florida Bttn	0/ 318	B	P1853	Enfield
[281]	28th Georgia	0/ 318	B	P1853	Enfield

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Brigade Johnson Hagood

[152] Brigadier General Johnson Hagood - Active B [450 paces]

[282]	1st South Carolina Bttn	0/ 106	B	P1853	Enfield
[283]	7th South Carolina Bttn	0/ 212	B	P1853	Enfield
[284]	11th South Carolina	0/ 318	B	P1853	Enfield
[285]	20th South Carolina	0/ 530	B	P1853	Enfield
[286]	21st South Carolina	0/ 424	B	P1853	Enfield
[287]	25th South Carolina	0/ 530	B	P1853	Enfield

Brigade George P. Harrison

[153] Colonel George P. Harrison - Active B [450 paces]

[288]	1st Georgia	0/ 106	B	P1853	Enfield
[289]	12th Georgia Bttn	0/ 212	B	P1853	Enfield
[290]	32nd Georgia	0/ 530	B	P1853	Enfield
[291]	54th Georgia	0/ 318	B	P1853	Enfield

Brigade John T. Brown [Corps Art]

[154] Colonel John T. Brown [Corps Art] - Active B [450 paces]

Battalion William Nelson

[155] Lieutenant Colonel William Nelson - Active B [225 paces]

[292]	Kirkpatrick's [Virginia] Btty	0/ 75 [3]	B	M1857	12 Pounder Napoleon
[293]	Massie's [Virginia] Battery	0/ 100 [4]	B	M1857	12 Pounder Napoleon
[294]	Milledge's [Georgia] Battery	0/ 75 [3]	B		3-inch Ordnance Rifle

Battalion Willis Jeffson Dance

[156] Captain Willis Jeffson Dance - Active B [225 paces]

[295]	Watson's [Virginia] Battery	0/ 100 [4]	B		10 Pounder Parrott Rifle
[296]	Smith's [Virginia] Battery	0/ 100 [4]	B		3-inch Ordnance Rifle
[297]	Graham's [Virginia] Battery	0/ 100 [4]	B		20 Pounder Parrott Rifle
[298]	Cunningham's [Virginia] Btty	0/ 100 [4]	B		3-inch Ordnance Rifle
[299]	Griffin/Hupp [Virginia] Btty	0/ 100 [4]	B		mixed Napoleon/3-inch

Strengths:

losses/active	
0/ 27560	Bayonets
0/ 1950	Artillerists
0/ 78	Cannon
0/ 29510	Total of all arms
190	Standards present

	Combat Rating	Fire Rating	Attitude	Experience	Combined Rating
Confederate					
Infantry	Good	Good	Aggressive	Crack	A-
	Good	Good	Aggressive	Veteran	B+
	Good	Good	Courageous	Veteran	B
Artillery	Good	Good	Aggressive	Crack	A-
	Good	Good	Courageous	Veteran	B

General Officer Ranking	Leadership Rating	Tactical Rating	Combined Rating
Confederate	Inspirational [-]	Superior	A-
	Inspirational	Superior [-]	
	Ordinary [+]	Superior [-]	B
	Ordinary [+]	Capable [+]	
	Ordinary	Capable [+]	B-
	Ordinary [+]	Capable	

Carnage&GloryII
Virginia 1863 - Army List Module

Army George Gorden Meade

[501] Major General George Gorden Meade - Active B- [1200 paces]

Corps Daniel Sickles [111 Corps]

[529] Major General Daniel Sickles [111 Corps] - Active C+ [1300 paces]

Division David Birney [1/111 Corps]

[530] Major General David Birney [1/111 Corps] - Active C [800 paces]

Brigade Charles Graham [1/1/111]

[531] Brigadier General Charles Graham [1/1/111] - Active B [450 paces]

[589]	57th PA - 1/1/111	0/ 212	C	M1861 Springfield
[590]	63rd PA - 1/1/111	0/ 318	C	M1861 Springfield
[591]	68th PA - 1/1/111	0/ 424	C	M1861 Springfield
[592]	105th PA - 1/1/111	0/ 318	C	M1861 Springfield
[593]	114th PA - 1/1/111	0/ 318	C+	M1861 Springfield
[594]	141st PA - 1/1/111	0/ 318	C-	M1861 Springfield

Brigade John H. H. Ward [2/1/111]

[532] Brigadier General John H. H. Ward [2/1/111] - Active B- [450 paces]

[595]	20th Indiana - 2/1/111	0/ 530	C	M1861 Springfield
[596]	3rd Maine - 2/1/111	0/ 212	C	M1861 Springfield
[597]	4th Maine - 2/1/111	0/ 318	C	M1861 Springfield
[598]	86th New York - 2/1/111	0/ 318	C	M1861 Springfield
[599]	124th New York - 2/1/111	0/ 318	C+	M1861 Springfield
[600]	99th PA - 2/1/111	0/ 318	C	M1861 Springfield
[601]	1st US Sharpshooters - 2/1/111	0/ 318	B	Spencer Rifle-Musket
[602]	2nd US Sharpshooters - 2/1/111	0/ 212	B	Spencer Rifle-Musket

Brigade P. de Trobriand [3/1/111]

[533] Colonel P. de Trobriand [3/1/111] - Active C [400 paces]

[603]	17th Maine - 3/1/111	0/ 424	C	M1861 Springfield
[604]	3rd Michigan - 3/1/111	0/ 318	C	M1861 Springfield
[605]	5th Michigan - 3/1/111	0/ 318	C	M1861 Springfield
[606]	40th New York - 3/1/111	0/ 636	C-	M1861 Springfield
[607]	110th PA - 3/1/111	0/ 212	C	M1861 Springfield

Division Andrew Humphreys [2/111 Corps]

[534] Brigadier General Andrew Humphreys [2/111 Corps] - Active B- [725 paces]

Brigade Joseph Carr [1/2/111]

[535] Brigadier General Joseph Carr [1/2/111] - Active C [400 paces]

[608]	1st Mass - 1/2/111	0/ 424	C-	M1861 Springfield
[609]	11th Mass - 1/2/111	0/ 318	C-	M1840 Smoothbore Musket
[610]	16th Mass - 1/2/111	0/ 318	C-	M1861 Springfield
[611]	12th New Jersey - 1/2/111	0/ 212	C-	M1840 Smoothbore Musket
[612]	11th New Jersey - 1/2/111	0/ 318	C-	M1861 Springfield
[613]	26th PA - 1/2/111	0/ 424	C-	M1861 Springfield
[614]	84th PA - 1/2/111	0/ 212	C-	M1861 Springfield

Brigade William Brewster [2/2/111]

[536] Colonel William Brewster [2/2/111] - Active C [400 paces]

[615]	70th New York - 2/2/111	0/ 424	C-	M1861 Springfield
[616]	71st New York - 2/2/111	0/ 318	C-	M1861 Springfield
[617]	72nd New York - 2/2/111	0/ 424	C-	M1861 Springfield
[618]	73rd New York - 2/2/111	0/ 530	C-	M1861 Springfield
[619]	74th New York - 2/2/111	0/ 318	C-	M1861 Springfield
[620]	120th New York - 2/2/111	0/ 424	C-	M1861 Springfield

Brigade George Burling [3/2/111]

[537] Colonel George Burling [3/2/111] - Active C [400 paces]

[621]	2nd New Hampshire - 3/2/111	0/ 424	C	M1861 Springfield
[622]	5th New Jersey - 3/2/111	0/ 212	C	M1861 Springfield
[623]	6th New Jersey - 3/2/111	0/ 212	C	M1861 Springfield
[624]	7th New Jersey - 3/2/111	0/ 318	C	M1861 Springfield
[625]	8th New Jersey - 3/2/111	0/ 212	C	M1861 Springfield
[626]	115th PA - 3/2/111	0/ 212	C	M1861 Springfield

Brigade George Randolph [111 C.Art]

[538] Captain George Randolph [111 C.Art] - Active C [400 paces]

[627]	Clark's [NJ] - 111 Corps Art	0/ 150	[6]	C+ 10 Pounder Parrott Rifle
[628]	Winslow's [NY] - 111 Corps Art	0/ 150	[6]	C+ M1857 12 Pounder Napoleon
[629]	Smith's [NY] - 111 Corps Art	0/ 150	[6]	C+ 10 Pounder Parrott Rifle
[630]	Bucklyn's [RI] - 111 Corps Art	0/ 150	[6]	C+ M1857 12 Pounder Napoleon
[631]	Seeley's [US] - 111 Corps Art	0/ 150	[6]	C+ M1857 12 Pounder Napoleon

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Virginia 1863 - Army List Module

Corps George Sykes [V Corps]

[539] Major General George Sykes [V Corps] - Active C+ [1200 paces]

Division James Barnes [1/V Corps]

[540] Brigadier General James Barnes [1/V Corps] - Active C [800 paces]

Brigade Stowell Tilton [1/1/V]

[541] Colonel Stowell Tilton [1/1/V] - Active C [400 paces]

[632]	18th Mass - 1/1/V	0/ 318	C-	M1861	Springfield
[633]	22nd Mass - 1/1/V	0/ 212	C-	M1861	Springfield
[634]	1st Michigan - 1/1/V	0/ 212	C	M1855	Springfield
[635]	118th PA - 1/1/V	0/ 324	C-	M1861	Springfield

Brigade Jacob Bowman Sweitzer [2/1/V]

[542] Colonel Jacob Bowman Sweitzer [2/1/V] - Active C [400 paces]

[636]	9th Mass - 2/1/V	0/ 424	C	M1861	Springfield
[637]	32nd Mass - 2/1/V	0/ 318	C-	M1855	Springfield
[638]	4th Michigan - 2/1/V	0/ 424	C	M1861	Springfield
[639]	62nd PA - 2/1/V	0/ 424	C-	M1861	Springfield

Brigade Strong Vincent [3/1/V]

[543] Colonel Strong Vincent [3/1/V] - Active C [400 paces]

[640]	20th Maine - 3/1/V	0/ 424	B-	M1861	Springfield
[641]	16th Michigan - 3/1/V	0/ 318	C	M1861	Springfield
[642]	44th New York - 3/1/V	0/ 424	C-	M1861	Springfield
[643]	83rd PA - 3/1/V	0/ 318	C+	M1855	Springfield

Division Romeyn Ayres [2/V Corps]

[544] Brigadier General Romeyn Ayres [2/V Corps] - Active B- [800 paces]

Brigade Hannibal Day [1/2/V]

[545] Colonel Hannibal Day [1/2/V] - Active C [400 paces]

[644]	3rd US - 1/2/V	0/ 318	C+	M1861	Springfield
[645]	4th US - 1/2/V	0/ 212	C+	M1861	Springfield
[646]	6th US - 1/2/V	0/ 212	C+	M1861	Springfield
[647]	12th US - 1/2/V	0/ 530	C	M1861	Springfield
[648]	14th US - 1/2/V	0/ 530	C	M1861	Springfield

Brigade Sidney Burbank [2/2/V]

[546] Colonel Sidney Burbank [2/2/V] - Active C [400 paces]

[649]	2nd US - 2/2/V	0/ 212	C+	M1861	Springfield
[650]	7th US - 2/2/V	0/ 106	C+	M1861	Springfield
[651]	10th US - 2/2/V	0/ 106	C	M1861	Springfield
[652]	11th US - 2/2/V	0/ 318	C	M1861	Springfield
[653]	17th US - 2/2/V	0/ 212	C	M1861	Springfield

Brigade Stephen Weed [3/2/V]

[547] Brigadier General Stephen Weed [3/2/V] - Active B- [450 paces]

[654]	140th New York - 3/2/V	0/ 530	C+	M1861	Springfield
[655]	146th New York - 3/2/V	0/ 530	C+	M1861	Springfield
[656]	91st PA - 3/2/V	0/ 212	C+	M1861	Springfield
[657]	155th PA - 3/2/V	0/ 424	C+	M1840	Smoothbore Musket

Division Samuel Wylie Crawford

[548] Brigadier General Samuel Wylie Crawford - Active B [875 paces]

Brigade William McCandless [1/3/V]

[549] Colonel William McCandless [1/3/V] - Active C [400 paces]

[658]	30th PA - 1/3/V	0/ 424	C-	M1861	Springfield
[659]	31st PA - 1/3/V	0/ 318	C-	M1861	Springfield
[660]	35th PA - 1/3/V	0/ 424	C-	M1861	Springfield
[661]	42nd PA - 1/3/V	0/ 318	C+	M1861	Springfield

Brigade Joseph W. Fisher [3/3/V]

[550] Colonel Joseph W. Fisher [3/3/V] - Active C [400 paces]

[662]	34th PA - 3/3/V	0/ 318	C-	M1840	Smoothbore Musket
[663]	38th PA - 3/3/V	0/ 318	C-	M1840	Smoothbore Musket
[664]	39th PA - 3/3/V	0/ 424	C-	M1855	Springfield
[665]	40th PA - 3/3/V	0/ 318	C-	M1861	Springfield

Brigade Augustus P. Martin

[551] Captain Augustus P. Martin - Active C [400 paces]

[666]	Walcott's [Mass] - V Corps Art	0/ 150	[6]	C+	M1857 12 Pounder Napoleon
[667]	Barnes' [NY] - V Corps Art	0/ 100	[4]	C+	3-inch Ordnance Rifle
[668]	Gibb's [Ohio] - V Corps Art	0/ 150	[6]	C+	M1857 12 Pounder Napoleon
[669]	Hazlett's [US] - V Corps Art	0/ 150	[6]	B-	10 Pounder Parrott Rifle
[670]	Watson's [US] - V Corps Art	0/ 100	[4]	B-	3-inch Ordnance Rifle

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Brigade Freeman McGilvery

[552] Lieutenant Colonel Freeman McGilvery - Active C [400 paces]

[671] Philip's [Mass] - Res Art 0/ 150 [6] C+ 3-inch Ordnance Rifle
 [672] Bigelow's [Mass] - Res Art 0/ 150 [6] C+ M1857 12 Pounder Napoleon
 [673] Hart's [NY] - Res Art 0/ 100 [4] C+ M1857 12 Pounder Napoleon
 [674] Thompson's [PA] - Res Art 0/ 150 [6] C+ 3-inch Ordnance Rifle

Strengths:

losses/active
 0/ 24068 **Bayonets**
 0/ 1950 **Artillerists**
 0/ 78 **Cannon**

 0/ 26018 **Total of all arms**
 158 **Standards present**

	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
Union					
Infantry	Average	Average	Courageous	Crack	B-
	Average	Average	Courageous	Veteran	C+
	Average	Average	Resolute	Veteran	C
	Average	Average	Resolute	Trained	C-
	Average	Average	Resolute	Green	D+
Artillery	Average	Good	Courageous	Crack	B
	Average	Good	Courageous	Veteran	B-
	Average	Good	Resolute	Veteran	C+

	Leadership Rating	Tactical Rating	Combined Rating
General Officer Ranking			
Union	Ordinary	Capable [+]	B-
	Ordinary [+]	Capable	
	Ordinary [+]	Superior [-]	B
	Ordinary	Superior [-]	
	Ordinary	Capable	C+
	Ordinary	Capable [-]	C-