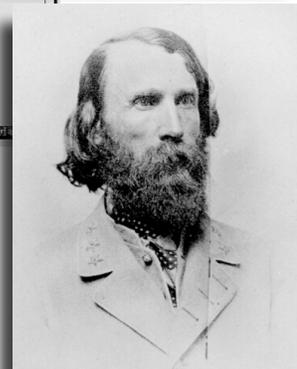
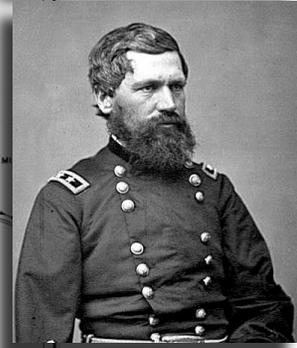
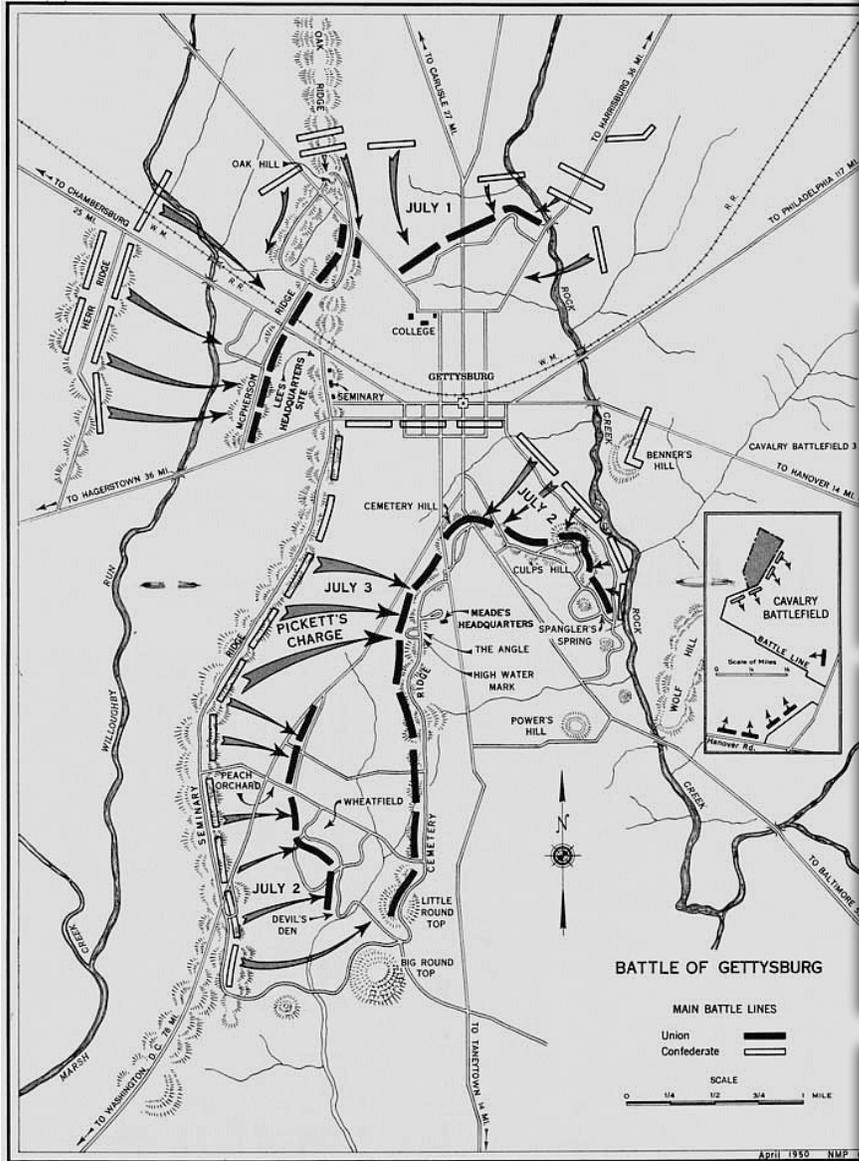


Carnage&GloryII

Army List Module



Virginia, June 1863
Generals Sedgwick, Howard and Slocum
General A.P. Hill

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

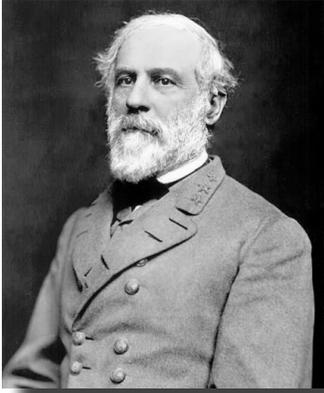
Ground Scale: 1 mm = 2 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 10 mm per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	120	30 mm	6
		240	60 mm	12
		360	90 mm	18
		480	120 mm	24
		600	150 mm	30
		720	180 mm	36
		840	210 mm	42

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.

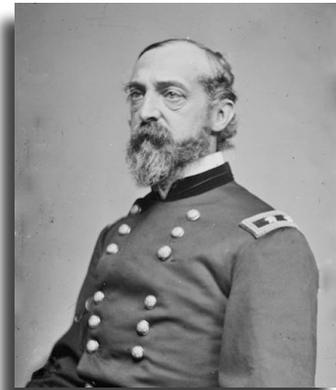


Gen. Robert E. Lee

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 [1500 paces]

Corps A. P. Hill

[157] Lieutenant General A. P. Hill - Active B [1400 paces]

Division Richard H. Anderson

[158] Major General Richard H. Anderson - Active B- [875 paces]

Brigade Cadmus M. Wilcox

[159] Brigadier General Cadmus M. Wilcox - Active B- [450 paces]

[300]	8th Alabama	0/ 318	B	P1853	Enfield
[301]	9th Alabama	0/ 318	B	P1853	Enfield
[302]	10th Alabama	0/ 318	B	P1853	Enfield
[303]	11th Alabama	0/ 318	B	P1853	Enfield
[304]	14th Alabama	0/ 318	B	P1853	Enfield

Brigade William Mahone

[160] Brigadier General William Mahone - Active B- [450 paces]

[305]	6th Virginia	0/ 318	B+	P1853	Enfield
[306]	12th Virginia	0/ 318	B+	P1853	Enfield
[307]	16th Virginia	0/ 318	B+	P1853	Enfield
[308]	41st Virginia	0/ 318	B+	P1853	Enfield
[309]	61st Virginia	0/ 318	B+	P1853	Enfield

Brigade A. R. Wright

[161] Brigadier General A. R. Wright - Active B- [450 paces]

[310]	3rd Georgia	0/ 424	B+	P1853	Enfield
[311]	22nd Georgia	0/ 424	B+	P1853	Enfield
[312]	48th Georgia	0/ 424	B+	P1853	Enfield
[313]	2nd Georgia Bttn	0/ 212	A-	P1853	Enfield

Brigade Perry's [Lang's] Brigade

[162] Colonel Perry's [Lang's] Brigade - Active B- [450 paces]

[314]	2nd Florida Regt.	0/ 212	B	P1853	Enfield
[315]	5th Florida Regt.	0/ 318	B	P1853	Enfield
[316]	8th Florida Regt.	0/ 212	B+	P1853	Enfield

Brigade Carnot Posey

[163] Brigadier General Carnot Posey - Active B- [450 paces]

[317]	12th Mississippi	0/ 318	B	P1853	Enfield
[318]	16th Mississippi	0/ 424	B	P1853	Enfield
[319]	19th Mississippi	0/ 424	B	P1853	Enfield
[320]	48th Mississippi	0/ 212	B	P1853	Enfield

Battalion John Lane

[164] Major John Lane - Active B- [225 paces]

[321]	Ross' [Georgia] Battery	0/ 150 [6]	B	mixed	Napoleon/3-inch
[322]	Peterson's [Georgia] Battery	0/ 150 [6]	B	mixed	Napoleon/12# How
[323]	Wingfield's [Georgia] Battery	0/ 125 [5]	B	mixed	3-inch/10# Par

Division Harry Heth

[165] Major General Harry Heth - Active B- [875 paces]

Brigade Pettigrew

[166] Brigadier General Pettigrew - Active A- [550 paces]

[324]	11th North Carolina	0/ 530	B-	P1853	Enfield
[325]	26th North Carolina	0/ 848	C+	P1853	Enfield
[326]	47th North Carolina	0/ 530	B-	P1853	Enfield
[327]	52nd North Carolina	0/ 530	B-	P1853	Enfield

Brigade James Archer

[167] Brigadier General James Archer - Active B- [450 paces]

[328]	13th Alabama	0/ 212	B+	P1853	Enfield
[329]	5th Alabama Bttn	0/ 212	B+	P1853	Enfield
[330]	1st [Prov] Tennessee	0/ 212	B+	P1853	Enfield
[331]	7th Tennessee	0/ 212	A-	P1853	Enfield
[332]	14th Tennessee	0/ 212	A-	P1853	Enfield

Brigade J. R. Davis

[168] Brigadier General J. R. Davis - Active C- [350 paces]

[333]	2nd Mississippi	0/ 530	B-	P1853	Enfield
[334]	11th Mississippi	0/ 530	B-	P1853	Enfield
[335]	42nd Mississippi	0/ 530	B-	P1853	Enfield
[336]	55th Mississippi	0/ 530	B-	P1853	Enfield

Brigade J. M. Brockenbrough

[169] Colonel J. M. Brockenbrough - Active B- [400 paces]

[337]	40th Virginia	0/ 318	B	P1853	Enfield
[338]	47th Virginia	0/ 318	B	P1853	Enfield
[339]	55th Virginia	0/ 318	B	P1853	Enfield

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Virginia 1863 - Army List Module

[340] 22nd Virginia Btnn 0/ 318 B P1853 Enfield
Battalion John J. Garnett
 [170] Lieutenant Colonel John J. Garnett - Active B- [200 paces]
 [341] Maurin's [Louisiana] Btty 0/ 75 [3] B mixed 3-inch/10# Par
 [342] Moore's [Virginia] Battery 0/ 100 [4] B mixed 3-inch/Napoleon
 [343] Lewis' [Virginia] Battery 0/ 100 [4] B mixed 3-inch/Napoleon
 [344] Grandy's [Virginia] Battery 0/ 100 [4] B mixed 3-inch/12# How

Division William Dorsey Pender

[171] Major General William Dorsey Pender - Active B- [800 paces]

Brigade James Henry Lane

[172] Brigadier General James Henry Lane - Active B- [400 paces]

[345] 7th North Carolina 0/ 318 B P1853 Enfield
 [346] 18th North Carolina 0/ 318 B P1853 Enfield
 [347] 28th North Carolina 0/ 318 B P1853 Enfield
 [348] 33rd North Carolina 0/ 318 B P1853 Enfield
 [349] 37th North Carolina 0/ 318 B P1853 Enfield

Brigade Edward Lloyd Thomas

[173] Brigadier General Edward Lloyd Thomas - Active B- [400 paces]

[350] 14th Georgia 0/ 318 B P1853 Enfield
 [351] 35th Georgia 0/ 318 B P1853 Enfield
 [352] 45th Georgia 0/ 424 B P1853 Enfield
 [353] 49th Georgia 0/ 318 B P1853 Enfield

Brigade Alfred Moore Scales

[174] Brigadier General Alfred Moore Scales - Active B- [400 paces]

[354] 13th North Carolina 0/ 212 B+ P1853 Enfield
 [355] 16th North Carolina 0/ 212 B+ P1853 Enfield
 [356] 22nd North Carolina 0/ 212 B+ P1853 Enfield
 [357] 34th North Carolina 0/ 212 B+ P1853 Enfield
 [358] 38th North Carolina 0/ 212 B+ P1853 Enfield

Brigade Abner Monroe Perrin

[175] Colonel Abner Monroe Perrin - Active B- [400 paces]

[359] 1st SC [Orr's] Rifles 0/ 318 A- P1853 Enfield
 [360] 1st SC Provisional 0/ 318 A- P1853 Enfield
 [361] 12th South Carolina 0/ 318 A- P1853 Enfield
 [362] 13th South Carolina 0/ 318 A- P1853 Enfield
 [363] 14th South Carolina 0/ 318 A- P1853 Enfield

Battalion William Thomas Poague

[176] Major William Thomas Poague - Active B- [200 paces]

[364] Ward's [Mississippi] Battery 0/ 100 [4] B mixed Napoleon/12# How
 [365] Wyatt's [Virginia] Battery 0/ 100 [4] B mixed 3-inch/12# How
 [366] Graham's [North Carolina] Btty 0/ 100 [4] B mixed Napoleon/12# How
 [367] Brown's [Virginia] Battery 0/ 100 [4] B mixed Napoleon/12# How

Brigade R.Lindsay Walker

[177] Colonel R.Lindsay Walker - Active B [450 paces]

Battalion D.G. McIntosh

[178] Major D.G. McIntosh - Active B- [200 paces]

[368] Rice's [Virginia] Battery 0/ 100 [4] B M1857 12 Pounder Napoleon
 [369] Johnson's [Virginia] Battery 0/ 100 [4] B 3-inch Ordnance Rifle
 [370] Wallace's [Virginia] Battery 0/ 100 [4] B mixed Napoleon/3-inch
 [371] Hurt's [Alabama] Battery 0/ 100 [4] A- mixed Whitworth/3-inch

Battalion W.J.Pegram

[179] Major W.J.Pegram - Active B- [200 paces]

[372] Zimmerman's [S.Carolina] Btty 0/ 100 [4] B 3-inch Ordnance Rifle
 [373] Marye's [Virginia] Battery 0/ 100 [4] B mixed Napoleon/3-inch
 [374] Crenshaw's [Virginia] Battery 0/ 100 [4] B mixed Napoleon/12# How
 [375] Brander's [Virginia] Battery 0/ 100 [4] B mixed Napoleon/10# Par
 [376] McGraw's [Virginia] Battery 0/ 100 [4] B M1857 12 Pounder Napoleon

Strengths:

losses/active
 0/ 19292 Bayonets
 0/ 2100 Artillerists
 0/ 84 Cannon

 0/ 21392 Total of all arms
 133 Standards present

Confederate	Combat Rating	Fire Rating	Attitude	Experience	Combined Rating
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 John Sedgwick [VI Corps]

[553] Major General John Sedgwick [VI Corps] - Active B [1300 paces]

Division Horatio G. Wright [1/VI Corps]

[554] Brigadier General Horatio G. Wright [1/VI Corps] - Active C+ [800 paces]

Brigade Alfred Torbert [1/1/VI]

[555] Brigadier General Alfred Torbert [1/1/VI] - Active C [400 paces]

[675]	1st New Jersey - 1/1/VI	0/ 318	C+ M1861	Springfield
[676]	2nd New Jersey - 1/1/VI	0/ 424	C+ M1861	Springfield
[677]	3rd New Jersey - 1/1/VI	0/ 318	C+ M1861	Springfield
[678]	15th New Jersey - 1/1/VI	0/ 424	C M1861	Springfield

Brigade Joeseeph Bartlett [2/1/VI]

[556] Brigadier General Joeseeph Bartlett [2/1/VI] - Active C [400 paces]

[679]	5th Maine - 2/1/VI	0/ 318	C M1861	Springfield
[680]	121st New York - 2/1/VI	0/ 424	C- M1861	Springfield
[681]	95th PA - 2/1/VI	0/ 318	C- M1861	Springfield
[682]	96th PA - 2/1/VI	0/ 318	C- M1861	Springfield

Brigade David Russell [3/1/VI]

[557] Brigadier General David Russell [3/1/VI] - Active C [400 paces]

[683]	6th Maine - 3/1/VI	0/ 424	C M1861	Springfield
[684]	49th PA - 3/1/VI	0/ 318	C- M1861	Springfield
[685]	119th PA - 3/1/VI	0/ 424	C- M1861	Springfield
[686]	5th Wisconsin - 3/1/VI	0/ 424	C M1861	Springfield

Division Albion P. Howe [2/VI Corps]

[558] Brigadier General Albion P. Howe [2/VI Corps] - Active C+ [800 paces]

Brigade Lewis Grant [2/2/VI]

[559] Colonel Lewis Grant [2/2/VI] - Active B- [450 paces]

[687]	2nd Vermont - 2/2/VI	0/ 530	C M1861	Springfield
[688]	3rd Vermont - 2/2/VI	0/ 424	C M1861	Springfield
[689]	4th Vermont - 2/2/VI	0/ 424	C M1861	Springfield
[690]	5th Vermont - 2/2/VI	0/ 318	C M1861	Springfield
[691]	6th Vermont - 2/2/VI	0/ 424	C M1861	Springfield

Brigade Thomas H. Neill [3/2/VI]

[560] Brigadier General Thomas H. Neill [3/2/VI] - Active C [400 paces]

[692]	7th Maine - 3/2/VI	0/ 212	C M1861	Springfield
[693]	33rd New York - 3/2/VI	0/ 106	C- M1861	Springfield
[694]	43rd New York - 3/2/VI	0/ 424	C- M1861	Springfield
[695]	49th New York - 3/2/VI	0/ 424	C- M1861	Springfield
[696]	77th New York - 3/2/VI	0/ 424	C- M1861	Springfield
[697]	61st PA - 3/2/VI	0/ 424	C- M1861	Springfield

Division John Newton [3/VI Corps]

[561] Brigadier General John Newton [3/VI Corps] - Active B- [800 paces]

Brigade Alexander Shaler [1/3/VI]

[562] Brigadier General Alexander Shaler [1/3/VI] - Active C [400 paces]

[698]	65th New York - 1/3/VI	0/ 318	C- M1861	Springfield
[699]	67th New York - 1/3/VI	0/ 318	C- M1861	Springfield
[700]	122nd New York - 1/3/VI	0/ 424	C- M1861	Springfield
[701]	23rd PA - 1/3/VI	0/ 530	C- M1861	Springfield
[702]	82nd PA - 1/3/VI	0/ 318	C- M1861	Springfield

Brigade Henry Eustis [2/3/VI]

[563] Colonel Henry Eustis [2/3/VI] - Active C [400 paces]

[703]	7th Mass - 2/3/VI	0/ 318	C- M1861	Springfield
[704]	10th Mass - 2/3/VI	0/ 424	C- M1861	Springfield
[705]	37th Mass - 2/3/VI	0/ 636	C- M1861	Springfield
[706]	2nd Rhode Island - 2/3/VI	0/ 424	C- M1861	Springfield

Brigade Frank Wheaton [3/3/VI]

[564] Brigadier General Frank Wheaton [3/3/VI] - Active C [400 paces]

[707]	62nd New York - 3/3/VI	0/ 318	C- M1861	Springfield
[708]	93rd PA - 3/3/VI	0/ 318	C- M1861	Springfield
[709]	98th PA - 3/3/VI	0/ 424	C- M1861	Springfield
[710]	102nd PA - 3/3/VI	0/ 318	C- M1861	Springfield
[711]	139th PA - 3/3/VI	0/ 530	D+ M1861	Springfield

Brigade Charles H. Tompkins [VI C.Art]

[565] Colonel Charles H. Tompkins [VI C.Art] - Active C [400 paces]

[712]	McCartney's [Mass]- VI Corps Art	0/ 150	[6]	C+ M1857	12 Pounder Napoleon
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[713] Cowan's [NY]- VI Corps Art	0/ 150 [6]	C+ 3-inch Ordnance Rifle
[714] Harn's [NY]- VI Corps Art	0/ 150 [6]	C+ 10 Pounder Parrott Rifle
[715] Waterman's [RI] - VI Corps Art	0/ 150 [6]	C+ 3-inch Ordnance Rifle
[716] Adam's [RI] - VI Corps Art	0/ 150 [6]	C+ 10 Pounder Parrott Rifle
[717] Williston's [US]- VI Corps Art	0/ 100 [4]	B M1857 12 Pounder Napoleon
[718] Butler's [US] - VI Corps Art	0/ 150 [6]	B M1857 12 Pounder Napoleon
[719] Martin's [US] - VI Corps Art	0/ 150 [6]	B 10 Pounder Parrott Rifle

Corps Oliver O. Howard [Xl Corps]

[566] Major General Oliver O. Howard [Xl Corps] - Active C [1200 paces]

Division Francis Barlow [1/Xl Corps]

[567] Brigadier General Francis Barlow [1/Xl Corps] - Active C+ [800 paces]

Brigade Leopold von Gilsa [1/1/Xl]

[568] Colonel Leopold von Gilsa [1/1/Xl] - Active C [400 paces]

[720] 41st New York - 1/1/XI	0/ 212	D+ M1861 Springfield
[721] 54th New York - 1/1/XI	0/ 212	C M1861 Springfield
[722] 68th New York - 1/1/XI	0/ 212	D+ M1861 Springfield
[723] 153rd New York - 1/1/XI	0/ 530	C- M1861 Springfield

Brigade Aldelbert Ames [2/1/Xl]

[569] Brigadier General Aldelbert Ames [2/1/Xl] - Active C [400 paces]

[724] 17th Connecticut - 2/1/XI	0/ 424	D+ M1861 Springfield
[725] 25th Ohio - 2/1/XI	0/ 318	D+ M1861 Springfield
[726] 75th Ohio - 2/1/XI	0/ 212	D+ M1861 Springfield
[727] 107th Ohio - 2/1/XI	0/ 530	D+ M1861 Springfield

Division Adolph von Steinwehr [2/XI]

[570] Brigadier General Adolph von Steinwehr [2/XI] - Active B [875 paces]

Brigade Charles Coster [1/2/Xl]

[571] Colonel Charles Coster [1/2/Xl] - Active C [400 paces]

[728] 134th New York - 1/2//XI	0/ 530	C- M1861 Springfield
[729] 154th New York - 1/2//XI	0/ 318	D+ M1861 Springfield
[730] 27th PA - 1/2//XI	0/ 318	D+ M1861 Springfield
[731] 73rd PA - 1/2//XI	0/ 318	D+ M1861 Springfield

Brigade Orlando Smith [2/2/Xl]

[572] Colonel Orlando Smith [2/2/Xl] - Active C [400 paces]

[732] 33rd Mass - 2/2//XI	0/ 530	D+ M1861 Springfield
[733] 136th New York - 2/2//XI	0/ 530	D+ M1861 Springfield
[734] 55th Ohio - 2/2//XI	0/ 424	D+ M1861 Springfield
[735] 73rd Ohio - 2/2//XI	0/ 424	D+ M1861 Springfield

Division Carl Schurz [3/Xl Corps]

[573] Brigadier General Carl Schurz [3/Xl Corps] - Active C [800 paces]

Brigade Alex Schimmelfennig [1/3/XI]

[574] Brigadier General Alex Schimmelfennig [1/3/XI] - Active C [400 paces]

[736] 82nd Illinois - 1/3/XI	0/ 318	D+ M1861 Springfield
[737] 45th New York - 1/3/XI	0/ 424	D+ M1861 Springfield
[738] 157th New York - 1/3/XI	0/ 424	D+ M1861 Springfield
[739] 61st Ohio - 1/3/XI	0/ 318	D+ M1861 Springfield
[740] 74th PA - 1/3/XI	0/ 424	D+ M1861 Springfield

Brigade Wladimir Krzyzanowski [2/3/XI]

[575] Colonel Wladimir Krzyzanowski [2/3/XI] - Active C [400 paces]

[741] 119th New York - 2/3/XI	0/ 318	D+ M1861 Springfield
[742] 82nd Ohio - 2/3/XI	0/ 318	D+ M1861 Springfield
[743] 75th PA - 2/3/XI	0/ 212	D+ M1861 Springfield
[744] 26th Wisconsin - 2/3/XI	0/ 530	D+ M1861 Springfield

Brigade Thos. W. Osborn [Xl Corps Art]

[576] Major Thos. W. Osborn [Xl Corps Art] - Active C [400 paces]

[745] Wiedrich's [NY] - XI Corps Art	0/ 150 [6]	C+ 3-inch Ordnance Rifle
[746] Wheeler's [NY] - XI Corps Art	0/ 100 [4]	C+ 3-inch Ordnance Rifle
[747] Dilger's [Ohio] - XI Corps Art	0/ 150 [6]	B M1857 12 Pounder Napoleon
[748] Heckman's [OH] - XI Corps Art	0/ 100 [4]	C+ M1857 12 Pounder Napoleon
[749] Wilkeson's [US] - XI Corps Art	0/ 150 [6]	B- M1857 12 Pounder Napoleon

Corps Henry W. Slocum [Xll Corps]

[577] Major General Henry W. Slocum [Xll Corps] - Active B- [1200 paces]

Division Alpheus Williams [1/Xll Corps]

[578] Brigadier General Alpheus Williams [1/Xll Corps] - Active B- [800 paces]

Brigade Archibald McDougall [1/1/Xll]

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[579] Colonel Archibald McDougall [1/1/X11] - Active C [400 paces]
 [750] 5th Connecticut - 1/1/XII 0/ 212 C- M1861 Springfield
 [751] 20th Connecticut - 1/1/XII 0/ 318 C- M1861 Springfield
 [752] 3rd Maryland - 1/1/XII 0/ 318 C- M1861 Springfield
 [753] 123rd New York - 1/1/XII 0/ 530 C- M1861 Springfield
 [754] 145th New York - 1/1/XII 0/ 212 C- M1861 Springfield
 [755] 46th PA - 1/1/XII 0/ 212 C- M1861 Springfield

Brigade Henry Lockwood [2/1/X11]

[580] Brigadier General Henry Lockwood [2/1/X11] - Active C [400 paces]
 [756] 150th New York - 2/1/XII 0/ 636 C- M1861 Springfield
 [757] 1st MD Potomac - 2/1/XII 0/ 636 C- M1861 Springfield
 [758] 1st MD Eastern Shore - 2/1/XII 0/ 530 C- M1861 Springfield

Brigade Silas Colgrove [3/1/X11]

[581] Colonel Silas Colgrove [3/1/X11] - Active C [400 paces]
 [759] 27th Indiana - 3/1/XII 0/ 318 C M1861 Springfield
 [760] 2nd Mass - 3/1/XII 0/ 318 C M1861 Springfield
 [761] 13th New Jersey - 3/1/XII 0/ 318 C M1861 Springfield
 [762] 107th New York - 3/1/XII 0/ 318 C M1861 Springfield
 [763] 3rd Wisconsin - 3/1/XII 0/ 212 C M1861 Springfield

Division John W. Geary [2/X11 Corps]

[582] Brigadier General John W. Geary [2/X11 Corps] - Active B [875 paces]

Brigade Charles Candy [1/2/X11]

[583] Colonel Charles Candy [1/2/X11] - Active C [400 paces]
 [764] 5th Ohio - 1/2/XII 0/ 318 C M1861 Springfield
 [765] 7th Ohio - 1/2/XII 0/ 318 C M1861 Springfield
 [766] 29th Ohio - 1/2/XII 0/ 318 C M1861 Springfield
 [767] 66th Ohio - 1/2/XII 0/ 318 C M1861 Springfield
 [768] 28th PA - 1/2/XII 0/ 318 C M1861 Springfield
 [769] 147th PA - 1/2/XII 0/ 318 C M1861 Springfield

Brigade George Cobham [2/2/X11]

[584] Colonel George Cobham [2/2/X11] - Active C [400 paces]
 [770] 29th PA - 2/2/XII 0/ 424 C- M1861 Springfield
 [771] 109th PA - 2/2/XII 0/ 106 C- M1861 Springfield
 [772] 111th PA - 2/2/XII 0/ 212 C- M1861 Springfield

Brigade George S. Greene [3/2/X11]

[585] Brigadier General George S. Greene [3/2/X11] - Active B- [450 paces]
 [773] 60th New York - 3/2/XII 0/ 318 C M1861 Springfield
 [774] 78th New York - 3/2/XII 0/ 212 C M1861 Springfield
 [775] 102nd New York - 3/2/XII 0/ 212 C M1861 Springfield
 [776] 137th New York - 3/2/XII 0/ 424 C M1861 Springfield
 [777] 149th New York - 3/2/XII 0/ 318 C M1861 Springfield

Brigade Edward Muhlenberg [X11 C.Art]

[586] Captain Edward Muhlenberg [X11 C.Art] - Active C [400 paces]
 [778] Winegar's [NY] - XII Corps Art 0/ 100 [4] C+ 10 Pounder Parrott Rifle
 [779] Atwell's [PA] - XII Corps Art 0/ 150 [6] C+ 10 Pounder Parrott Rifle
 [780] Rugg's [US] - XII Corps Art 0/ 150 [6] B- M1857 12 Pounder Napoleon
 [781] Kinzie's [US] - XII Corps Art 0/ 100 [4] B- M1857 12 Pounder Napoleon

Brigade Elijah D. Taft - Res Art

[587] Captain Elijah D. Taft - Res Art - Active C [400 paces]
 [782] Brooker's [CT] - Res Art 0/ 100 [4] C 20 Pounder Parrott Rifle
 [783] Pratt's [CT] - Res Art 0/ 100 [4] C+ 20 Pounder Parrott Rifle
 [784] Sterling's [CT] - Res Art 0/ 150 [6] C+ 20 Pounder Parrott Rifle
 [785] Taft's [NY] - Res Art 0/ 150 [6] C+ 20 Pounder Parrott Rifle

Brigade James Huntington - Res Art

[588] Captain James Huntington - Res Art - Active C [400 paces]
 [786] Edgell's [NH] - Res Art 0/ 150 [6] C+ 3-inch Ordnance Rifle
 [787] Nortons' [Ohio] - Res Art 0/ 150 [6] C+ 3-inch Ordnance Rifle
 [788] Rickett's [PA] - Res Art 0/ 150 [6] C+ 3-inch Ordnance Rifle
 [789] Hill's [WV] - Res Art 0/ 100 [4] C+ 10 Pounder Parrott Rifle

Strengths:

losses/active
 0/ 32754 Bayonets
 0/ 3350 Artillerists
 0/ 134 Cannon

 0/ 36104 Total of all arms

205 Standards present

Union	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
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+

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