

- 21 Start Here
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- 4
- 3
- 2
- 1 End Here

Generals (16)		
	Name/Quality (0-3)	Command Values
Corps		2-3=3
1st Div		4-8=2
2nd Div		9-10=1
3rd Div		11+=0

Scenery Pieces			
1	Wood	Choice Pieces	
2	Wood	5	
3	Wood	6	
4	Linear	7	

Deployment			
	Units	L/R/C	General
1st Div			
2nd Div			
3rd Div			

War Point Effects	

No.	Set up Activity
1	Calculate composition of army. (14)
2	Choose scenery. (20)
3	Determine General's command value. (16)
4	Allot war points. (15)
5	Determine which player is to be attacker and defender. (17)
6	Attacker deploys his road (transverse). (20)
7	Defender deploys his two roads. (20)
8	The attacker deploys the 3 objectives. (20)
9	Defender deploys all of the scenery pieces. (20)
10	Attacker attempts to re deploy scenery items. (20)
11	Ownership of the flank road entrances. (23)
12	Both players note down deployment zones. (21)
13	Attacker deploys all units. (21)
14	Defender deploys all units. (21)
15	Defender rolls to determine Late/Lost. (22)
16	Carry out and apply the results from the "war points" tables. (24)
17	Attacker starts the on table game. (25)

Attacking Points			
Union		Confederate	

War Points (15)			
	War Points 1-9	Adjustments 0-4	Total
Attacker (10-25)			
1.Subterfuge/Bluff			
2. Battle Plan Clarity			
3. Political Pressure			
4. Scouting			
5. Supplies			
6. Roads and Railways			
7. Random Events			
8. Strong Leadership			
9. Cavalry			
Total (60)+ Extras			

Cavalry and Guns Withdrawing (Vet/Raw re-roll)			
D6 →	1,2	3,4	5,6
Unit Type	Caught out	Minimal loss	Good Order
Unlimbered Gun	Gun removed	1 Damage Retires D6+1 Limbered low on ammo	Retires D6+1 Limbered Low on ammo
Limbered Gun	1 damage. Retires D6 +1	Gun retires D6+1 Low on ammo	Gun retires D6+1 inches.
Dismounted Cavalry	Routed	Retire D6+1 inches. Low on ammo Disordered. Lose ½ base. Casualty placed.	Retire D6+1 Low on ammo Disordered.
Mounted Cavalry	2 Casualties Retire D6+1 Disordered.	Retire D6+1 Disordered. Low on ammo	Retire D6+1