Carnage&**GloryII**
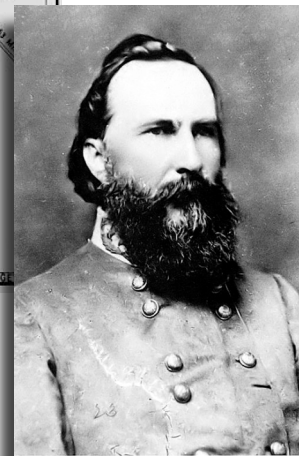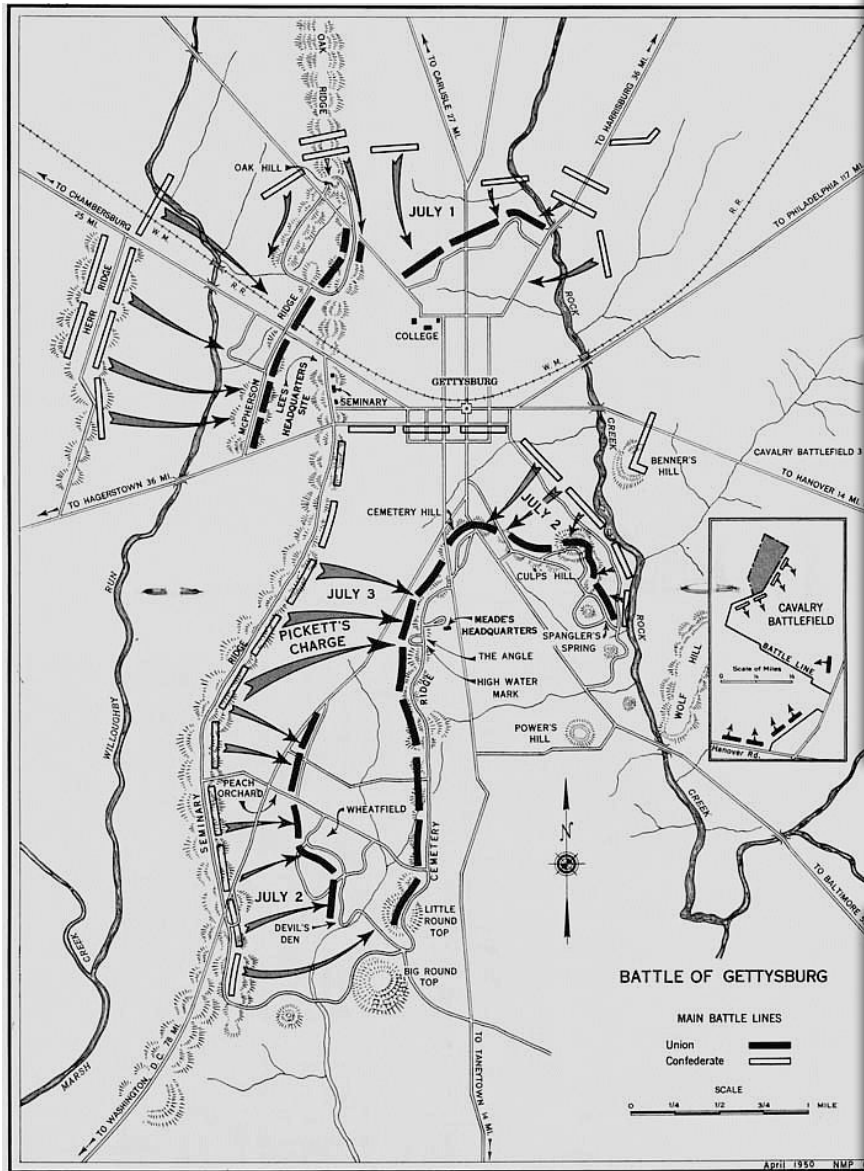## Army List Module

Virginia, June 1863
Generals Reynold's and Hancock
General Longstreet

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

Ground Scale: 3" = 100 Paces — Nationality		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Artillery	Confederate	4	2 3/8"	1
	Union	6	3 ½"	1 or 2

Ground Scale: 1" = 50 Paces — Nationality		Approximate Average Battalion Strength All Ranks	Unit Frontage: 3/8" per figure	number of figures in double rank
Infantry	Confederate/Union	120	1 1/8"	6
		240	2 ¼	12
		360	3 3/8"	18
		480	4 ½"	24
		600	5 5/8"	30
		720	6 ¾"	36
		840	7 7/8"	32

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

Ground Scale: 1" = 50 Paces — Nationality		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
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 — Nationality	Approximate Average Battalion Strength All Ranks	Unit Frontage: 20 mm per figure	number of figures in double rank
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 — Nationality	Approximate Average Battalion Strength All Ranks	Unit Frontage: 16 mm per figure	number of figures in double rank
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 — Nationality	Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 25 mm per figure	number of figures in single rank
Cavalry — Confederate	240	150 mm	6
Cavalry — Union	160	100 mm	4

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

Ground Scale: 1 mm = 2 Paces		Nationality	Approximate Average Battalion Strength All Ranks	Unit Frontage: 10 mm per figure	number of figures in double rank
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	Nationality	Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 12.5 mm per figure	number of figures in single rank
Cavalry	Confederate	240	100 mm	8
	Union	180	75 mm	6

Ground Scale: 1 mm = 2 Paces	Nationality	Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
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.
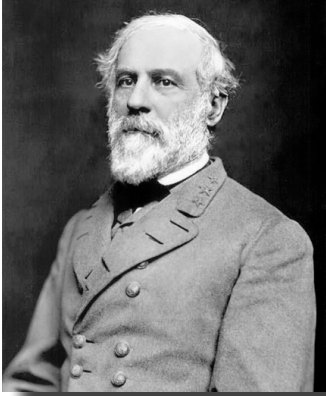
The numbers in [ ] on the left of each line indicate the unique officer and unit ID numbers that Carnage&GloryII uses to identify the officer or unit within it's database. It is important that these numbers remain unique, and no officer or unit within the same army list or derived order of battle should 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.
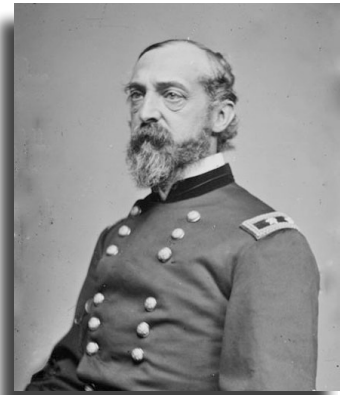
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Army Robert E. Lee
[ 101] General Robert E. Lee - Active A- [1400 paces]

Corps James Longstreet
[ 103] Lieutenant General James Longstreet - Active B [1300 paces]
  Division Lafayette McLaws

  [ 104] Major General Lafayette McLaws - Active B- [800 paces]
    Brigade J.B. Kershaw
    [ 105] Brigadier General J.B. Kershaw - Active A- [550 paces]
        [ 101] 2nd South Carolina              0/ 424      B+  P1853 Enfield
        [ 102] 3rd South Carolina              0/ 424      B+  P1853 Enfield
        [ 103] 7th South Carolina              0/ 424      B+  P1853 Enfield
        [ 104] 8th South Carolina              0/ 318      B+  P1853 Enfield
        [ 105] 15th South Carolina             0/ 424      B+  P1853 Enfield
        [ 106] 3rd James' South Carolina Bttn  0/ 212      B+  P1853 Enfield
    Brigade William Barksdale
    [ 106] Brigadier General William Barksdale - Active A- [550 paces]
        [ 107] 13th Mississippi                0/ 530      A-  P1853 Enfield
        [ 108] 17th Mississippi                0/ 424      A-  P1853 Enfield
        [ 109] 18th Mississippi                0/ 212      A-  P1853 Enfield
        [ 110] 21st Mississippi                0/ 424      A-  P1853 Enfield
    Brigade Paul Semmes
    [ 107] Brigadier General Paul Semmes - Active B [450 paces]
        [ 111] 10th Georgia                    0/ 318      B   P1853 Enfield
        [ 112] 50th Georgia                    0/ 318      B   P1853 Enfield
        [ 113] 51st Georgia                    0/ 318      B   P1853 Enfield
        [ 114] 53rd Georgia                    0/ 424      B   P1853 Enfield
    Brigade W.T. Woffard
    [ 108] Brigadier General W.T. Woffard - Active B [450 paces]
        [ 115] 16th Georgia                    0/ 318      B+  P1853 Enfield
        [ 116] 18th Georgia                    0/ 318      B+  P1853 Enfield
        [ 117] 24th Georgia                    0/ 318      B+  P1853 Enfield
        [ 118] Phillips Georgia Legion Inf.    0/ 318      B+  P1853 Enfield
        [ 119] Cobb's Georgia Legion Inf.      0/ 212      B+  P1853 Enfield
    Battalion H.C. Cabell
    [ 109] Colonel H.C. Cabell - Active B [225 paces]
        [ 120] Manley's [NC] Battery           0/ 100 [ 4] B   mixed 3-inch/Napoleon
        [ 121] Carlton's [Georgia] Battery     0/ 100 [ 4] B   mixed 10# Par/12# How
        [ 122] Fraser's [Georgia] Battery      0/ 100 [ 4] B   mixed 3-inch/10# Par
        [ 123] McCarthy's [Virginia] Battery   0/ 100 [ 4] B   mixed Napoleon/3-inch

  Division John B. Hood
  [ 110] Major General John B. Hood - Active B [875 paces]
    Brigade E. McIver Law
    [ 111] Brigadier General E. McIver Law - Active B [450 paces]
        [ 124] 4th Alabama                     0/ 318      B+  P1853 Enfield
        [ 125] 15th Alabama                    0/ 530      B+  P1853 Enfield
        [ 126] 44th Alabama                    0/ 318      B+  P1853 Enfield
        [ 127] 47th Alabama                    0/ 318      B+  P1853 Enfield
        [ 128] 48th Alabama                    0/ 848      B+  P1853 Enfield
    Brigade George T. Anderson
    [ 112] Brigadier General George T. Anderson - Active B [450 paces]
        [ 129] 7th Georgia                     0/ 424      B   P1853 Enfield
        [ 130] 8th Georgia                     0/ 318      B   P1853 Enfield
        [ 131] 9th Georgia                     0/ 318      B   P1853 Enfield
        [ 132] 11th Georgia                    0/ 318      B   P1853 Enfield
        [ 133] 59th Georgia                    0/ 530      B   P1853 Enfield
    Brigade Jerome B. Robertson
    [ 113] Brigadier General Jerome B. Robertson - Active B [450 paces]
        [ 134] 3rd Arkansas                    0/ 530      A-  P1853 Enfield
        [ 135] 1st Texas                       0/ 424      A-  P1853 Enfield
        [ 136] 4th Texas                       0/ 424      A-  P1853 Enfield
        [ 137] 5th Texas                       0/ 424      A-  P1853 Enfield
    Brigade Henry L. Benning
    [ 114] Brigadier General Henry L. Benning - Active B [450 paces]
        [ 138] 2nd Georgia                     0/ 318      B+  P1853 Enfield
        [ 139] 15th Georgia                    0/ 318      B+  P1853 Enfield
        [ 140] 17th Georgia                    0/ 318      B+  P1853 Enfield
        [ 141] 20th Georgia                    0/ 318      B+  P1853 Enfield
    Battalion Mathias W. Henry
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[ 115] Major Mathias W. Henry - Active B [225 paces]
     [ 142] Latham's [NC] Battery          0/ 100 [ 4] B   mixed Napoleon/12# How
     [ 143] Bachman's [SC] Battery         0/ 100 [ 4] B   M1857 12 Pounder Napoleon
     [ 144] Garden's [SC] Battery          0/ 100 [ 4] B   mixed Napoleon/12# How
     [ 145] Reilly's [NC] Battery          0/ 150 [ 6] B   mixed Napoleon/3-inch


Division George E. Pickett
[ 116] Major General George E. Pickett - Active B- [875 paces]
   Brigade Lewis (Lo) Armistead
   [ 117] Brigadier General Lewis (Lo) Armistead - Active A- [550 paces]
     [ 146] 9th Virginia                   0/ 212      B+  P1853 Enfield
     [ 147] 14th Virginia                  0/ 424      B+  P1853 Enfield
     [ 148] 38th Virginia                  0/ 318      B+  P1853 Enfield
     [ 149] 53rd Virginia                  0/ 424      B+  P1853 Enfield
     [ 150] 57th Virginia                  0/ 424      B+  P1853 Enfield
   Brigade Richard B. Garnett
   [ 118] Brigadier General Richard B. Garnett - Active B [450 paces]
     [ 151] 8th Virginia                   0/ 212      B+  P1853 Enfield
     [ 152] 18th Virginia                  0/ 318      B+  P1853 Enfield
     [ 153] 19th Virginia                  0/ 318      B+  P1853 Enfield
     [ 154] 28th Virginia                  0/ 318      B+  P1853 Enfield
     [ 155] 56th Virginia                  0/ 318      B+  P1853 Enfield
   Brigade James L. Kemper
   [ 119] Brigadier General James L. Kemper - Active B [450 paces]
     [ 156] 1st Virginia Williams Rifles   0/ 848      B+  P1853 Enfield
     [ 157] 3rd Virginia                   0/ 318      B+  P1853 Enfield
     [ 158] 7th Virginia                   0/ 318      B+  P1853 Enfield
     [ 159] 11th Virginia                  0/ 318      B+  P1853 Enfield
     [ 160] 24th Virginia                  0/ 424      B+  P1853 Enfield
   Brigade Micah Jenkins
   [ 120] Brigadier General Micah Jenkins - Active B [450 paces]
     [ 161] 1st South Carolina Regt.       0/ 424      B   P1853 Enfield
     [ 162] 2nd South Carolina Regt.       0/ 318      B   P1853 Enfield
     [ 163] 5th South Carolina             0/ 318      B   P1853 Enfield
     [ 164] 6th South Carolina             0/ 318      B   P1853 Enfield
     [ 165] Hampton's Legion - SC          0/ 424      B   P1853 Enfield
     [ 166] Palmetto Legion - SC           0/ 318      B   P1853 Enfield
   Brigade Montgomery D. Corse
   [ 121] Brigadier General Montgomery D. Corse - Active B [450 paces]
     [ 167] 15th Virginia                  0/ 212      B   P1853 Enfield
     [ 168] 17th Virginia                  0/ 212      B   P1853 Enfield
     [ 169] 29th Virginia                  0/ 318      B   P1853 Enfield
     [ 170] 30th Virginia                  0/ 318      B   P1853 Enfield
   Battalion James Dearing
   [ 122] Major James Dearing - Active B [225 paces]
     [ 171] Stribling's [Virgina] Battery  0/ 150 [ 6] B   mixed Napoleon/20# Par
     [ 172] Caskie's [Virginia] Battery    0/ 100 [ 4] B   mixed Napoleon/3-inch
     [ 173] Macon's [Virginia] Battery     0/ 100 [ 4] B   mixed Napoleon/10# Par
     [ 174] Blount's [Virginia] Battery    0/ 100 [ 4] B   M1857 12 Pounder Napoleon


   Brigade James B. Walton [Corps Art]
   [ 123] Colonel James B. Walton [Corps Art] - Active B [450 paces]
   Battalion Edward Porter Alexander
   [ 124] Colonel Edward Porter Alexander - Active B [225 paces]
     [ 175] Woolfolk's [Virginia] Battery  0/ 100 [ 4] B   mixed Napoleon/20# Par
     [ 176] Jordan's [Virginia] Battery    0/ 100 [ 4] B   3-inch Ordnance Rifle
     [ 177] Gilbert's [SC] Battery         0/ 100 [ 4] B   M1841 12 Pdr Field Howitzer
     [ 178] Moody's [Louisiana] Battery    0/ 100 [ 4] B   M1841 12 Pdr Field Howitzer
     [ 179] Parker's [Virginia] Battery    0/ 100 [ 4] B   mixed 3-inch/10# Par
     [ 180] Taylor's [Virginia] Battery    0/ 100 [ 4] B   M1857 12 Pounder Napoleon
   Battalion Benjamin Franklin Eshleman
   [ 125] Major Benjamin Franklin Eshleman - Active B [225 paces]
     [ 181] Squire's [Louisiana] Battery   0/  50 [ 2] A-  M1857 12 Pounder Napoleon
     [ 182] Richardson's [LA] Battery      0/  50 [ 2] A-  mixed Napoleon/12# How
     [ 183] Miller's [Louisiana] Battery   0/ 100 [ 4] A-  M1857 12 Pounder Napoleon
     [ 184] Norcom's [Louisiana] Battery   0/  50 [ 2] A-  mixed Napoleon/12# How


     Strengths:
          losses/active
               0/ 22684  Bayonets
               0/  2150  Artillerists
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0/    86  Cannon

0/ 24834  Total of all arms
     164  Standards present
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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	

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Army George G. Meade
[ 501] Major General George G. Meade - Active B- [1200 paces]

Corps John F. Reynolds [l Corps]
[ 503] Major General John F. Reynolds [l Corps] - Active B [1300 paces]

  Division James A. Wadsworth [1/l Corps]
  [ 504] Brigadier General James A. Wadsworth [1/l Corps] - Active B- [800 paces]
    Brigade Solomon Meredith [1/1/l]
    [ 505] Brigadier General Solomon Meredith [1/1/l] - Active C [400 paces]
        [ 501] 19th Indiana - 1/1/l           0/ 318      B-  M1861 Springfield
        [ 502] 24th Michigan - 1/1/l          0/ 530      C+  M1861 Springfield
        [ 503] 2nd Wisconsin - 1/1/l          0/ 318      B-  M1861 Springfield
        [ 504] 6th Wisconsin - 1/1/l          0/ 318      B-  M1861 Springfield
        [ 505] 7th Wisconsin - 1/1/l          0/ 424      B-  M1861 Springfield
    Brigade Lysander Cutler [2/1/l]
    [ 506] Brigadier General Lysander Cutler [2/1/l] - Active C [400 paces]
        [ 506] 7th Indiana - 2/1/l            0/ 424      C   M1861 Springfield
        [ 507] 76th New York - 2/1/l          0/ 424      C   M1861 Springfield
        [ 508] 84th New York - 2/1/l          0/ 318      C   M1861 Springfield
        [ 509] 95th New York - 2/1/l          0/ 212      C   M1861 Springfield
        [ 510] 147th New York - 2/1/l         0/ 424      C   M1861 Springfield
        [ 511] 56th PA - 2/1/l                0/ 318      C   M1861 Springfield

  Division John C. Robinson [2/l Corps]
  [ 507] Brigadier General John C. Robinson [2/l Corps] - Active B [875 paces]
    Brigade Gabriel Paul [1/2/l]
    [ 508] Brigadier General Gabriel Paul [1/2/l] - Active C [400 paces]
        [ 512] 16th Maine - 1/2/l             0/ 318      C+  M1861 Springfield
        [ 513] 18th Mass - 1/2/l              0/ 318      C-  M1861 Springfield
        [ 514] 94th New York - 1/2/l          0/ 424      C-  M1861 Springfield
        [ 515] 104th New York - 1/2/l         0/ 318      C-  M1861 Springfield
        [ 516] 107th PA - 1/2/l               0/ 212      C-  M1861 Springfield
    Brigade Henry Baxter [2/2/l]
    [ 509] Brigadier General Henry Baxter [2/2/l] - Active C [400 paces]
        [ 517] 12th Mass - 2/2/l              0/ 318      C   M1861 Springfield
        [ 518] 83rd NY [9th Militia] - 2/2/l  0/ 212      C   M1861 Springfield
        [ 519] 97th New York  - 2/2/l         0/ 212      C   M1861 Springfield
        [ 520] 11th PA - 2/2/l                0/ 318      C   M1861 Springfield
        [ 521] 88th PA  - 2/2/l               0/ 318      C   M1840 Smoothbore Musket
        [ 522] 90th PA - 2/2/l                0/ 212      C   M1861 Springfield

  Division Abner Doubleday [3/l Corps]
  [ 510] Brigadier General Abner Doubleday [3/l Corps] - Active B- [800 paces]
    Brigade Chapman Biddle [1/3/l]
    [ 511] Colonel Chapman Biddle [1/3/l] - Active C [400 paces]
        [ 523] 80th NY [20th Militia] - 1/3/l 0/ 318      C-  M1861 Springfield
        [ 524] 121st PA - 1/3/l               0/ 212      D+  M1861 Springfield
        [ 525] 142nd PA - 1/3/l               0/ 318      D+  M1861 Springfield
        [ 526] 151st PA  - 1/3/l              0/ 424      D+  M1861 Springfield
    Brigade Ray Stone [2/3/l]
    [ 512] Colonel Ray Stone [2/3/l] - Active C [400 paces]
        [ 527] 143rd PA - 2/3/I               0/ 424      D+  M1861 Springfield
        [ 528] 149th PA  - 2/3/l              0/ 424      D+  M1861 Springfield
        [ 529] 150th PA  - 2/3/l              0/ 424      D+  M1861 Springfield
    Brigade George J. Stannard [3/3/l]
    [ 513] Brigadier General George J. Stannard [3/3/l] - Active C [400 paces]
        [ 530] 12th Vermont - 3/3/l           0/ 636      D+  M1861 Springfield
        [ 531] 13th Vermont - 3/3/l           0/ 636      D+  M1861 Springfield
        [ 532] 14th Vermont - 3/3/l           0/ 636      D+  M1861 Springfield
        [ 533] 15th Vermont - 3/3/l           0/ 636      D+  M1861 Springfield
        [ 534] 16th Vermont  - 3/3/l          0/ 636      D+  M1861 Springfield

    Brigade Charles Wainwright [l C.Art]
    [ 514] Colonel Charles Wainwright [l C.Art] - Active C [400 paces]
        [ 535] Hall's [Maine] - l Corps Arty  0/ 150 [ 6] C+  3-inch Ordnance Rifle
        [ 536] Steven's [ME] - l Corps Arty   0/ 150 [ 6] C+  M1857 12 Pounder Napoleon
        [ 537] Reynold's [NY] - l Corps Arty  0/ 150 [ 6] C+  3-inch Ordnance Rifle
        [ 538] Cooper's [PA] - l Corps Arty   0/ 100 [ 4] C+  3-inch Ordnance Rifle
        [ 539] Stewart's [US] - l Corps Arty  0/ 150 [ 6] B   M1857 12 Pounder Napoleon
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Corps Winfield S. Hancock [ll Corps]
[ 515] Major General Winfield S. Hancock [ll Corps] - Active B [1300 paces]

  Division John C. Caldwell [1/ll Corps]
  [ 516] Brigadier General John C. Caldwell [1/ll Corps] - Active C+ [800 paces]
    Brigade Edward E. Cross [1/1/ll]
    [ 517] Colonel Edward E. Cross [1/1/ll] - Active C [400 paces]
        [ 540] 5th New Hampshire - 1/1/ll          0/ 212        D+  M1861 Springfield
        [ 541] 61st New York - 1/1/ll              0/ 106        C   M1861 Springfield
        [ 542] 81st PA - 1/1/ll                    0/ 212        C   M1840 Smoothbore Musket
        [ 543] 148th PA - 1/1/ll                   0/ 424        D+  M1861 Springfield
    Brigade Patrick Kelly [2/1/ll]
    [ 518] Colonel Patrick Kelly [2/1/ll] - Active C [400 paces]
        [ 544] 28th Mass - 2/1/ll                  0/ 212        C+  M1840 Smoothbore Musket
        [ 545] 63rd/69th/88th NY - 2/1/ll          0/ 318        C+  M1840 Smoothbore Musket
        [ 546] 116th PA - 2/1/ll                   0/ 106        C+  M1840 Smoothbore Musket
    Brigade Samuel  K. Zook [3/1/ll]
    [ 519] Brigadier General Samuel  K. Zook [3/1/ll] - Active B- [450 paces]
        [ 547] 52nd/66th New York - 3/1/ll         0/ 212        C   M1861 Springfield
        [ 548] 57th New York - 3/1/ll              0/ 212        C   M1861 Springfield
        [ 549] 140th PA - 3/1/ll                   0/ 530        D+  M1861 Springfield
    Brigade John Brooke [4/1/ll]
    [ 520] Colonel John Brooke [4/1/ll] - Active C [400 paces]
        [ 550] 27th Connecticut - 4/1/ll           0/ 318        D+  M1861 Springfield
        [ 551] 2nd Delaware - 4/1/ll               0/ 212        C-  M1861 Springfield
        [ 552] 64th New York - 4/1/ll              0/ 212        C-  M1861 Springfield
        [ 553] 53rd PA - 4/1/ll                    0/ 106        C-  M1861 Springfield
        [ 554] 145th PA - 4/1/ll                   0/ 318        C-  M1840 Smoothbore Musket

  Division John Gibbon [2/ll Corps]
  [ 521] Brigadier General John Gibbon [2/ll Corps] - Active B [875 paces]
  Division William Harrow [1/2/ll]
  [ 522] Brigadier General William Harrow [1/2/ll] - Active C [800 paces]
        [ 555] 19th Maine - 1/2/ll                 0/ 424        C-  M1861 Springfield
        [ 556] 15th Mass - 1/2/ll                  0/ 318        C-  M1861 Springfield
        [ 557] 1st Minnesota - 1/2/ll              0/ 318        C+  M1861 Springfield
        [ 558] 82nd NY [2nd Militia] - 1/2/ll      0/ 318        C-  M1840 Smoothbore Musket
    Brigade Alexander S. Webb [2/2/ll]
    [ 523] Brigadier General Alexander S. Webb [2/2/ll] - Active C [400 paces]
        [ 559] 69th PA - 2/2/ll                    0/ 318        C-  M1861 Springfield
        [ 560] 71st PA - 2/2/ll                    0/ 212        C-  M1861 Springfield
        [ 561] 72nd PA - 2/2/ll                    0/ 424        C-  M1861 Springfield
        [ 562] 106th PA - 2/2/ll                   0/ 318        C-  M1861 Springfield
    Brigade Norman Hall [3/2/ll]
    [ 524] Colonel Norman Hall [3/2/ll] - Active C [400 paces]
        [ 563] 19th Mass - 3/2/ll                  0/ 212        C-  M1861 Springfield
        [ 564] 20th Mass - 3/2/ll                  0/ 212        C-  M1861 Springfield
        [ 565] 7th Michigan - 3/2/ll               0/ 212        C   M1861 Springfield
        [ 566] 42nd New York - 3/2/ll              0/ 212        C-  M1861 Springfield
        [ 567] 59th New York - 3/2/ll              0/ 106        C-  M1861 Springfield

  Division Alexander Hays [3/ll Corps]
  [ 525] Brigadier General Alexander Hays [3/ll Corps] - Active B [800 paces]
    Brigade Samuel Carroll [1/3/ll]
    [ 526] Colonel Samuel Carroll [1/3/ll] - Active C [400 paces]
        [ 568] 14th Indiana - 1/3/ll               0/ 212        C   M1861 Springfield
        [ 569] 4th Ohio - 1/3/ll                   0/ 318        C   M1840 Smoothbore Musket
        [ 570] 8th Ohio - 1/3/ll                   0/ 212        C   M1840 Smoothbore Musket
        [ 571] 7th West Virginia - 1/3/ll          0/ 212        C   M1861 Springfield
    Brigade Thomas A. Smith [2/3/ll]
    [ 527] Colonel Thomas A. Smith [2/3/ll] - Active C [400 paces]
        [ 572] 14th Connecticut - 2/3/ll           0/ 212        C   Spencer Rifle-Musket
        [ 573] 1st Delaware - 2/3/ll               0/ 318        C   M1861 Springfield
        [ 574] 12th New Jersey - 2/3/ll            0/ 424        C-  M1840 Smoothbore Musket
        [ 575] 108th New York - 2/3/ll             0/ 212        C-  M1861 Springfield
    Brigade George Willard [3/3/ll]
    [ 528] Colonel George Willard [3/3/ll] - Active C [400 paces]
        [ 576] 39th New York - 3/3/ll              0/ 318        C-  M1861 Springfield
        [ 577] 111th New York - 3/3/ll             0/ 424        D+  M1861 Springfield
        [ 578] 125th New York - 3/3/ll             0/ 424        D+  M1861 Springfield
        [ 579] 126th New York - 3/3/ll             0/ 424        D+  M1861 Springfield
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Brigade J.G. Hazard
[ 529] Captain J.G. Hazard - Active C [400 paces]
    [ 580] Sheldon's [NY] - ll Corps Arty    0/ 100 [ 4] C+  10 Pounder Parrott Rifle
    [ 581] Arnold's [RI] - ll Corps Arty      0/ 150 [ 6] C+  3-inch Ordnance Rifle
    [ 582] Brown's [RI] - ll Corps Arty       0/ 150 [ 6] C+  M1857 12 Pounder Napoleon
    [ 583] Woodruff's [US] - ll Corps Art     0/ 150 [ 6] B-  M1857 12 Pounder Napoleon
    [ 584] Cushing's [US] - ll Corps Arty     0/ 150 [ 6] B   3-inch Ordnance Rifle

Brigade Dunbar R. Ransom
[ 530] Captain Dunbar R. Ransom - Active C [400 paces]
    [ 585] Eakin's [US] - Res Art             0/ 150 [ 6] B   M1857 12 Pounder Napoleon
    [ 586] Turnbull's [US] - Res Art          0/ 150 [ 6] B   M1857 12 Pounder Napoleon
    [ 587] Thomas' [US] - Res Art             0/ 150 [ 6] B   M1857 12 Pounder Napoleon
    [ 588] Weir's [US] - Res Art              0/ 150 [ 6] B   M1857 12 Pounder Napoleon

    Strengths:
         losses/active
            0/ 23956  Bayonets
            0/  2000  Artillerists
            0/    80  Cannon

            0/ 25956  Total of all arms
                 162  Standards present
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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-