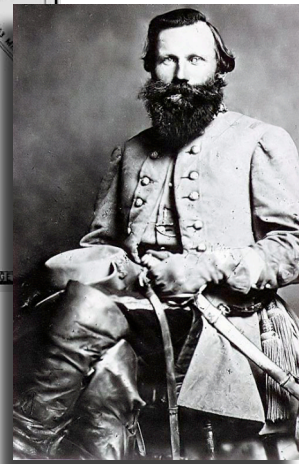
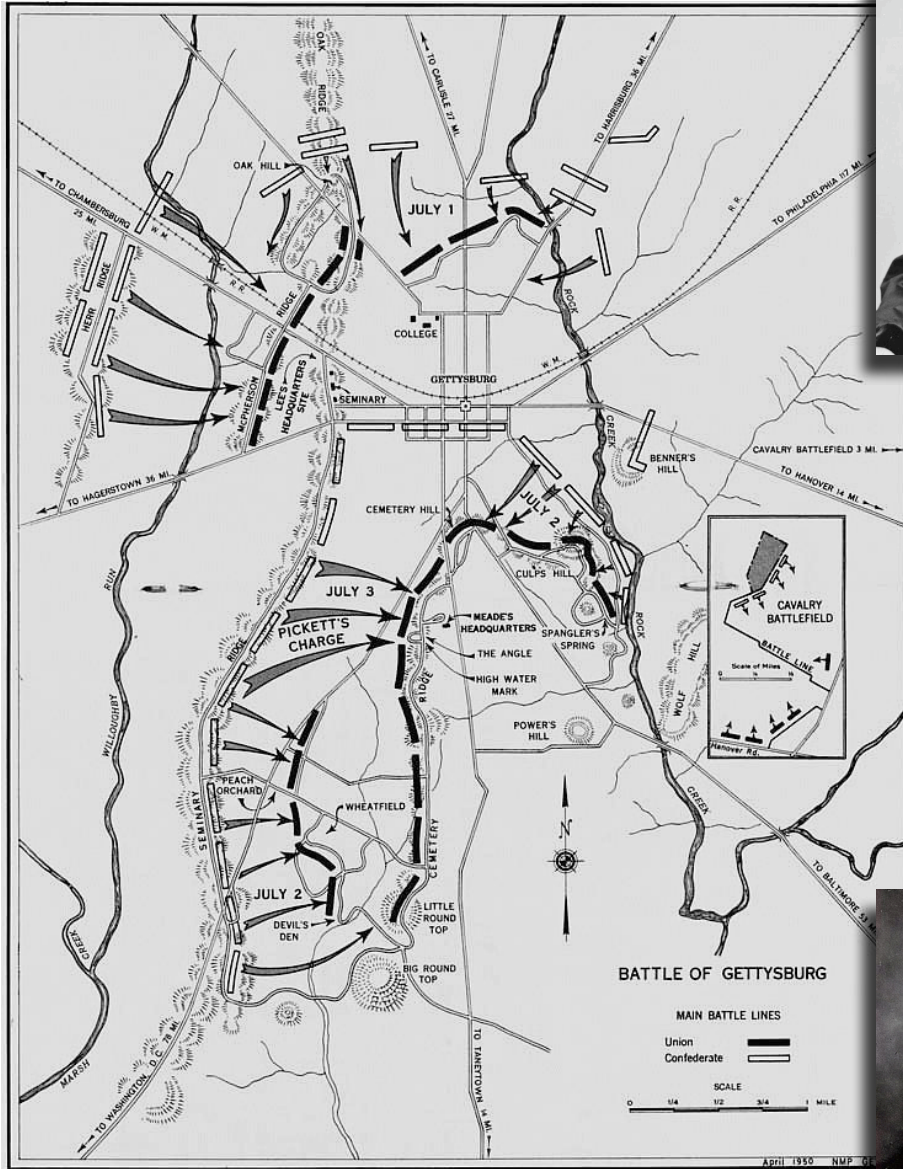


Carnage&GloryII

Army List Module



Virginia, June 1863
Generals Pleasonton, and
General J.E.B. Stuart

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

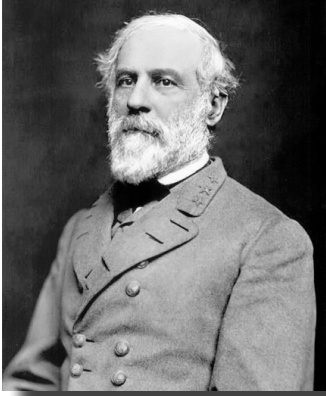
Ground Scale: 1 mm = 2 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 10 mm per figure	number of figures in double rank
Nationality				
Infantry	Confederate/Union	120	30 mm	6
		240	60 mm	12
		360	90 mm	18
		480	120 mm	24
		600	150 mm	30
		720	180 mm	36
		840	210 mm	42

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.

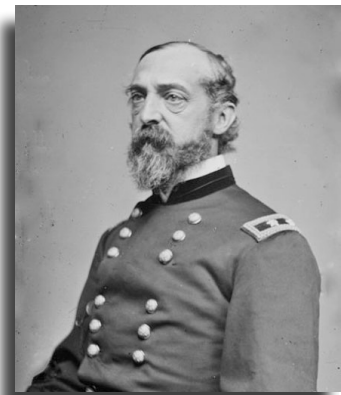


Gen. Robert E. Lee

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 J. E. B. Stuart

[191] Major General J. E. B. Stuart - Active B+ [1400 paces]

Brigade Wade Hampton

[192] Brigadier General Wade Hampton - Active B [450 paces]

[405]	1st North Carolina Cavalry	0/ 320	A-	P1856	Carbine
[406]	1st South Carolina Cavalry	0/ 320	A-	P1856	Carbine
[407]	2nd South Carolina Cavalry	0/ 320	A-	P1856	Carbine
[408]	Cobb's Georgia Legion Cav.	0/ 320	A-	P1856	Carbine
[409]	Jefferson Davis [Miss] Legion	0/ 320	A-	P1856	Carbine
[410]	Phillips [GA] Legion Cavalry	0/ 320	A-	P1856	Carbine

Brigade Beverly H. Robertson

[193] Brigadier General Beverly H. Robertson - Active B- [400 paces]

[411]	A/4th North Carolina Cavalry	0/ 240	B+	P1856	Carbine
[412]	B/4th North Carolina Cavalry	0/ 240	B+	P1856	Carbine
[413]	A/5th North Carolina Cavalry	0/ 240	B+	P1856	Carbine
[414]	B/5th North Carolina Cavalry	0/ 240	B+	P1856	Carbine

Brigade Albert G. Jenkins

[194] Brigadier General Albert G. Jenkins - Active B- [400 paces]

[415]	14th Virginia Cavalry	0/ 320	B+	P1856	Rifle
[416]	16th Virginia Cavalry	0/ 320	B+	P1856	Rifle
[417]	17th Virginia Cavalry	0/ 320	B+	P1856	Rifle
[418]	34th Virginia Cavalry Bttn	0/ 320	B+	P1856	Rifle
[419]	36th Virginia Cavalry Bttn	0/ 320	B+	P1856	Rifle

Brigade William E. Jones

[195] Brigadier General William E. Jones - Active B [450 paces]

[420]	A/6th Virginia Cavalry	0/ 240	A-	P1856	Carbine
[421]	B/6th Virginia Cavalry	0/ 240	A-	P1856	Carbine
[422]	A/7th Virginia Cavalry	0/ 240	A-	P1856	Carbine
[423]	B/7th Virginia Cavalry	0/ 240	A-	P1856	Carbine
[424]	A/11th Virginia Cavalry	0/ 240	A-	P1856	Carbine
[425]	B/11th Virginia Cavalry	0/ 240	A-	P1856	Carbine
[426]	35th Virginia Bttn Cavalry	0/ 240	A-	P1856	Carbine

Brigade Fitzhugh Lee

[196] Brigadier General Fitzhugh Lee - Active B [450 paces]

[427]	1st Virginia Cavalry	0/ 320	A	P1856	Carbine
[428]	2nd Virginia Cavalry	0/ 320	A	P1856	Carbine
[429]	3rd Virginia Cavalry	0/ 320	A	P1856	Carbine
[430]	4th Virginia Cavalry	0/ 320	A-	P1856	Carbine
[431]	5th Virginia Cavalry	0/ 320	A	P1856	Carbine
[432]	1st Maryland Bttn Cavalry	0/ 320	A-	P1856	Carbine

Brigade John D. Imboden

[197] Brigadier General John D. Imboden - Active B- [400 paces]

[433]	A/18th Virginia Cavalry	0/ 240	B	P1856	Carbine
[434]	B/18th Virginia Cavalry	0/ 240	B	P1856	Carbine
[435]	C/18th Virginia Cavalry	0/ 320	B	P1856	Carbine
[436]	A/62nd Virginia Mtd. Infantry	0/ 240	B	P1856	Carbine
[437]	B/62nd Virginia Mtd. Infantry	0/ 240	B	P1856	Carbine
[438]	C/62nd Virginia Mtd. Infantry	0/ 240	B	P1856	Carbine
[439]	D/62nd Virginia Mtd. Infantry	0/ 240	B	P1856	Carbine
[440]	Virginia Partisan Rangers	0/ 160	B	P1856	Carbine

Brigade J. R. Chambliss

[198] Colonel J. R. Chambliss - Active B- [400 paces]

[441]	2nd North Carolina Cavalry	0/ 320	A-	P1856	Carbine
[442]	9th Virginia Cavalry	0/ 320	A-	P1856	Carbine
[443]	10th Virginia Cavalry	0/ 320	A-	P1856	Carbine
[444]	13th Virginia Cavalry	0/ 320	A-	P1856	Carbine

Battalion Robert F. Beckham

[199] Major Robert F. Beckham - Active B- [200 paces]

[445]	Breathed's [VA] Horse Btty	0/ 100 [4]	A-	3-inch	Ordnance Rifle
[446]	Hart's [SC] Horse Battery	0/ 75 [3]	A-	10 Pounder	Parrott Rifle
[447]	McGregor's [VA] Horse Battery	0/ 100 [4]	A-	mixed Napoleon/3-inch	
[448]	Griffin's [MD] Horse Battery	0/ 100 [4]	A-	10 Pounder	Parrott Rifle
[449]	Jackson's [VA] Horse Battery	0/ 50 [2]	A-	M1841 12 Pdr	Field Howitzer
[450]	McClanahan's [VA] Horse Btty	0/ 150 [6]	A-	M1857 12 Pounder	Napoleon

Strengths:

losses/active
0/ 11280 Sabres

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0/ 575 Artillerists
 0/ 23 Cannon
 0/ 11855 Total of all arms
 81 Standards present

Confederate	Combat Rating	Fire Rating	Attitude	Experience	Combined Rating
Cavalry	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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Virginia 1863 - Army List Module

Army George Gorden Meade

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

Corps Alfred Pleasonton

[589] Major General Alfred Pleasonton - Active C+ [1200 paces]

Division John Buford

[590] Brigadier General John Buford - Active B- [800 paces]

Brigade William Gamble

[591] Colonel William Gamble - Active B- [450 paces]

[790]	A/8th Illinois	0/ 240	C	M1859 Sharps Carbine
[791]	B/8th Illinois	0/ 240	C	M1859 Sharps Carbine
[792]	12th Illinois	0/ 240	C	Burnside Carbine
[793]	3rd Indiana	0/ 320	C	M1859 Sharps Carbine
[794]	A/8th New York	0/ 320	C-	M1859 Sharps Carbine
[795]	B/8th New York	0/ 320	C-	M1859 Sharps Carbine

Brigade T.C. Devin

[592] Colonel T.C. Devin - Active C [400 paces]

[796]	6th New York	0/ 240	C	M1859 Sharps Carbine
[797]	9th New York	0/ 320	C	M1859 Sharps Carbine
[798]	A/17th Pennsylvania	0/ 240	C-	Burnside Carbine
[799]	B/17th Pennsylvania	0/ 240	C-	Burnside Carbine
[800]	3rd West Virginia	0/ 60	C-	Burnside Carbine

Brigade Wesley Merritt

[593] Brigadier General Wesley Merritt - Active C [400 paces]

[801]	6th Pennsylvania	0/ 320	C+	M1859 Sharps Carbine
[802]	A/1st U.S. Cavalry	0/ 240	C+	M1859 Sharps Carbine
[803]	B/1st U.S. Cavalry	0/ 240	C+	M1859 Sharps Carbine
[804]	A/2nd U.S. Cavalry	0/ 240	C+	M1859 Sharps Carbine
[805]	B/2nd U.S. Cavalry	0/ 240	C+	M1859 Sharps Carbine
[806]	A/5th U.S. Cavalry	0/ 320	C+	M1859 Sharps Carbine
[807]	B/5th U.S. Cavalry	0/ 240	C+	M1859 Sharps Carbine
[808]	A/6th U.S. Cavalry	0/ 320	C+	M1859 Sharps Carbine
[809]	B/6th U.S. Cavalry	0/ 240	C+	M1859 Sharps Carbine

Division David M. Gregg

[594] Brigadier General David M. Gregg - Active B [800 paces]

Brigade John McIntosh

[595] Colonel John McIntosh - Active C [400 paces]

[810]	1st Maryland Cavalry	0/ 320	C	M1859 Sharps Carbine
[811]	Purnell's Maryland Legion	0/ 60	C	Burnside Carbine
[812]	1st New Jersey Cavalry	0/ 240	C	Burnside Carbine
[813]	A/1st Pennsylvania Cavalry	0/ 240	C	M1859 Sharps Carbine
[814]	B/1st Pennsylvania Cavalry	0/ 240	C	M1859 Sharps Carbine
[815]	A/3rd Pennsylvania Cav.	0/ 240	C	M1859 Sharps Carbine
[816]	B/3rd Pennsylvania Cav.	0/ 120	C	M1859 Sharps Carbine

Brigade J. Irvin Gregg

[596] Colonel J. Irvin Gregg - Active C [400 paces]

[817]	1st Maine Cavalry	0/ 320	C	M1859 Sharps Carbine
[818]	10th New York Cavalry	0/ 320	C	M1859 Sharps Carbine
[819]	4th Pennsylvania Cavalry	0/ 320	C	M1859 Sharps Carbine
[820]	A/16th Pennsylvania Cavalry	0/ 240	C	M1859 Sharps Carbine
[821]	B/16th Pennsylvania Cavalry	0/ 240	C	M1859 Sharps Carbine

Division Judson Kilpatrick

[597] Brigadier General Judson Kilpatrick - Active C+ [800 paces]

Brigade Elon J. Farmsworth

[598] Brigadier General Elon J. Farmsworth - Active C [400 paces]

[822]	A/5th New York Cavalry	0/ 240	C-	M1859 Sharps Carbine
[823]	B/5th New York Cavalry	0/ 240	C-	M1859 Sharps Carbine
[824]	A/18th Pennsylvania Cavalry	0/ 320	C-	Burnside Carbine
[825]	B/18th Pennsylvania Cavalry	0/ 240	C-	Burnside Carbine
[826]	A/1st Vermont Cavalry	0/ 320	C-	M1859 Sharps Carbine
[827]	B/1st Vermont Cavalry	0/ 320	C-	M1859 Sharps Carbine
[828]	A/1st West Virginia Cavalry	0/ 240	C-	M1859 Sharps Carbine
[829]	B/1st West Virginia Cavalry	0/ 240	C-	M1859 Sharps Carbine

Brigade George A. Custer

[599] Brigadier General George A. Custer - Active B- [450 paces]

[830]	A/1st Michigan Cavalry	0/ 240	C+	M1859 Sharps Carbine
[831]	B/1st Michigan Cavalry	0/ 240	C+	M1859 Sharps Carbine
[832]	A/5th Michigan Cavalry	0/ 240	D+	Spencer Carbine

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[833]	B/5th Michigan Cavalry	0/ 240	D+ Spencer Carbine
[834]	C/5th Michigan Cavalry	0/ 240	D+ Spencer Carbine
[835]	A/6th Michigan Cavalry	0/ 320	D+ Spencer Carbine
[836]	B/6th Michigan Cavalry	0/ 320	D+ Spencer Carbine
[837]	A/7th Michigan Cavalry	0/ 240	D+ Burnside Carbine
[838]	B/7th Michigan Cavalry	0/ 240	D+ Burnside Carbine

Brigade James M. Robertson

[600] Captain James M. Robertson - Active C [400 paces]

[839]	Daniel's [MI] Horse Battery	0/ 100 [4]	B- 10 Pounder Parrott Rifle
[840]	Martin's [NY] Horse Battery	0/ 150 [6]	B- 3-inch Ordnance Rifle
[841]	Heaton's [US] Horse Battery	0/ 150 [6]	B- 3-inch Ordnance Rifle
[842]	Pennington's [US] Horse Btty	0/ 150 [6]	B 3-inch Ordnance Rifle
[843]	Elder's [US] Horse Btty	0/ 100 [4]	B- 3-inch Ordnance Rifle

Brigade John C. Tidball

[601] Captain John C. Tidball - Active C [400 paces]

[844]	Randol's [US] Horse Btty	0/ 100 [4]	B M1857 12 Pounder Napoleon
[845]	Graham's [US] Horse Btty	0/ 150 [6]	B 3-inch Ordnance Rifle
[846]	Calef's [US] Horse Btty	0/ 150 [6]	B 3-inch Ordnance Rifle

Brigade Robert Fitzhugh

[602] Captain Robert Fitzhugh - Active C [400 paces]

[847]	Dow's [ME] Battery	0/ 150 [6]	C+ M1857 12 Pounder Napoleon
[848]	Rigby's [MD] Battery	0/ 150 [6]	C+ 3-inch Ordnance Rifle
[849]	Parson's [NJ] Battery	0/ 150 [6]	C+ 10 Pounder Parrott Rifle
[850]	Ame's [NY] Battery	0/ 150 [6]	C+ M1857 12 Pounder Napoleon
[851]	Fitzhugh's [NY] Battery	0/ 150 [6]	C+ 3-inch Ordnance Rifle

Strengths:

losses/active	
0/ 12560	Sabres
0/ 1800	Artillerists
0/ 72	Cannon
0/ 14360	Total of all arms
62	Standards present

Carnage&GloryII
Virginia 1863 - Army List Module

Union	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
Cavalry	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-