

THE GREAT WAR

The Battle of Gettysburg



Second Edition

LAST FULL MEASURE

The Battle of Gettysburg

Scenario 1: July 1 – The Battle of Gettysburg.

A. Time

The game starts on the July 1st, 7 am turn and plays through till one player wins, or the end of the 8 pm turn of July 3rd.

The Union player has the initiative on the first turn.

B. Victory Conditions

- At the end of the 8 pm turn of each day, a victory check is made. Both players check their VP totals.
- If one player has a 2 to 1 or greater ratio of VPs than his opponent, with a minimum total of 30 VPs, he wins immediately. If neither side can win, play continues. If, by the last daylight turn of July 3rd, neither side has a 2 to 1 ratio, the player with the most VPs wins.
- Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the Turn Record Chart.

US	CS	Objective
1	1	each eliminated enemy infantry or artillery strength point.
2	2	each eliminated enemy cavalry or sharpshooter (USSS) strength point.
?	?	Reorganization value of each eliminated enemy corps or army commander.
-	20	Baltimore Pike entrance hex (8353).
20	-	Cashtown Pike entrance hex (0100).
-	5	Taneytown Road entrance hex (4558).
10	-	Hagerstown Road entrance hex (0131).

- To get VPs for objective hexes, the player must occupy, or have been the last to occupy the objective hex with an infantry regiment. The regiment does not have to be organized to qualify.



C. Special Rules

- When the XII corps enters the map at 10am, it may move no farther than hex 7045 and must remain within 3 hexes of a Two Taverns town hex. Beginning in the Command Determination Phase of the 11am turn, if a 1 is rolled on a d6, the XII corps may move normally.
- Other units, both Union and Confederate, may arrive earlier than they did historically and are noted on the OOAs. A d6 is rolled in the turn's Command Phase for each unit in question and if a 1 is rolled that unit may enter as a reinforcement that turn.
- Buford's Withdrawal: On the turns noted on the OOA, roll Pleasanton's CV or lower to see if he orders Buford's cavalry division to Westminster as happened historically. If the roll passes, Buford's division must exit the Southern map edge; otherwise it may remain on the map.
- Other units on both OOAs may enter the map only if a 1 or a 2 is rolled on a d6 that one time; if the roll fails, the unit may not enter at all.

D. Reinforcements enter according to the OOA.

E. Key

Hex# **Leader** Unit · Artillery (Formation)

F. Confederate Deployment

2010 **Archer** 1TN 7TN (III/H/A)
 1909 5AL 14TN (III/H/A)
 ·Crenshaw ·Marye ·Brander (III/Art)
 1708 **Heth Davis** 42MS 2MS (III/H/D)
 ·Zimmerman ·Purcell (III/ Art)

G. Union Deployment

2512 8IL 12IL (C/1/1) ^{detached}
 3417 **Gamble** 3IN 8NY (C/1/1) ·Calef (C/Art)
 3719 **Buford** (C/1 HQ)
 3309 17PA (C/1/2) ^{detached}
 4206 9NY (C/1/2) ^{detached}
 5009 **Devin** 3WV 6NY (C/1/2)
 3535 **Reynolds** (I HQ)
 2650 **Wadsworth Cutler** 76NY 147NY (I/1/2)
 2651 84NY 95NY 56PA (I/1/2)
 2551 **Meredith** 24MI 7WI (I/1/1)
 2552 19IN 2WI 6WI (I/1/1)
 0750 **Rowley** 151PA 80NY (I/3/1)
 0851 121PA 142PA (I/3/1) ·Cooper (I Wainwright)
 0951 **Stone** 143PA 149PA (I/3/2)
 1052 150PA (I/3/2)

Scenario 2: July 1st – The Final Push.

A. Time

Scenario starts in the Confederate half of the July 1, 2 pm turn and plays through the 7 pm turn. The Confederate player has the initiative on the first turn.

B. Victory Conditions

- For the Confederate player to win, he must
 - Occupy Cemetery Hill (hexes 4325 & 4326) with one non-shattered brigade by the end of the 7 pm turn.
 - Have more non-shattered brigades on the battlefield than the Union player.
- For the Union player to win, he must prevent both conditions necessary for a Confederate victory.
- Any other outcome is a draw.

C. Special Rules

- Reynolds has been eliminated, use his replacement commander instead.
- Howard is in command of the army and functions as an army commander.

D. Reinforcements enter according to the Order of Appearance charts.

- Early's division arrives as a 2pm reinforcement at hex 5500.
- XII corps is set up at Two Taverns per Scenario I, Special Rule C.1. If the player would rather not roll every turn, the XII corps may move on the 4pm turn.

E. Normal reorganization and recovery rules apply.

F. Deployment

- Regiments may only be placed in one of the hexes named for its brigade, observing stacking limits.
- Shattered units are marked by their brigade commander placed with its shattered side up.
- Where called for, breastworks are placed on all of a brigade's units; one breastwork marker per hex.
- Artillery may begin limbered or unlimbered.
- Set-up Key:**
 - Artillery* *=all the batteries of a named battalion
 - Commanders**
 - Brigade:** All regiment in named brigade
 - ^regiment:** All regiments except named units
 - (formation:** corps/division/brigade)
 - S:** shattered brigade
 - BW:** Breastwork marker
 - #:** Minus # of SPs (see I).

G. Confederate Deployment

2914.....**Lee** (ANV)
4110,4210.....**Doles** (II/R/Do)
3611,3711.....**Ewell Ramseur** (II/R/R)
3712.....**•Carter*** (II/R)

Confederate Deployment (cont)

3813,3814,3912.....**Rodes O'Neal** (II/R/O)
3413,3414,3513.....**Daniel** (II/R/Da)
3614,3714.....**Iverson** (II/R/I)
2815,2816.....**Thomas** (III/P/T)
3115.....**•Garnett*** (III/H)
3016.....**Hill •Pegram*** (III/Art)
2916.....**•McIntosh*** (III/Art)
3116,3117.....**Davis** (III/H/D) -12 **Shattered**
3017,3018.....**Brockenbrough** (III/H)
2718,2818.....**Scales** (III/P/S)
2919,3020,3021,3022.....**Heth Pettigrew** (III/H/P)
2719,2720,2820.....**Pender Perrin** (III/P/P)
2920,2921,2922.....**Lane** (III/P/L)
3120.....**•Graham •Ward** (III/ P/Poague)
3121.....**•Wyatt •Brooke** (III/ P/Poague)
2923.....**Archer** (III/H/A) -6 **Shattered**

H. Union Deployment

4213,4313.....**Ames** (XI/1/2)
4413,4513.....**Barlow VonGilsa** (XI/1/1)
4513.....**•Wilksn** (XI/Art)
4014,4015,4113.....**Schimmelfennig** (XI/3/1)
4015.....**•Dilger** (XI/Art)
4114.....**•Wheeler** (XI/Art)
3816,3915.....**Baxter** (I/2/2) **BW**
4415,4515.....**Shurz Kryzanowski** (XI/3/2)
3417.....**•Reynolds** (I/Art)
•Calef (C/Art)
3716,3717.....**Cutler** (I/1/2) #7IN -8 **BW**
3817,3916,4016.....**Robinson Paul** (I/2/1) **BW**
3316,3417,3418.....**Doubleday Stone** (I/3/2) **BW**
3618.....**I corps replacement** (I)
3317,3318.....**Wadsworth Meredith** (I/1/1) x8 **BW**
3618.....**•Stewart** (I/Art)
4717,4818.....**Devin** (C/1/2) -2
3319,3320.....**Rowley** (I/31) **B W**
3719.....**•Stevens •Hall** (I/Art)
3321.....**•Cooper** (I/Art)
3223,3224,3322.....**Buford Gamble** (C/1/1) -2
4325,4425.....**Smith** (XI/2/2) **BW**
4226,4227.....**Howard vonSteinwehr**
Coster (XI/2/1)
4325.....**•Heckmann •Wiedrick** (XI/Art)

I. On Eliminated Units Card

US Recoverable units:

Meredith (I/1/1) 9 SP
Cutler (I/1/2) 8 SP
Gamble (Cav/1/1) 2 SP
Devin (Cav/1/2) 2 SP

CS Recoverable units:

Archer (III/H/A) 6 SP
Davis (III/H/D) 12 SP

Scenario 3: July 2nd – Longstreet’s First Assault.

A. Time

Scenario starts in the Confederate half of the July 2, 4pm turn and plays through the 8 pm. The Confederate player has the initiative on the first turn.

B. Victory Conditions

1. For the Confederate player to win, he must
 - a. Occupy **4138** and **4139** at the end of the 8 pm turn, OR
 - b. Penetrate two non-shattered and organized **brigades** east of the Taneytown Road and north of hex row **xx40**. They must remain there at the end of the 8 pm turn.
2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.

C. Special Rules

1. Longstreet is the Confederate army commander for this scenario and may command any CS formation, but rolls as an out-of-command corp commander..
2. There is no US army commander, all corps commanders roll as out-of-command.
3. All of Longstreet’s corps brigades must be engaged in combat before those of R.H.Anderson (III corps) may be used.
Place a ‘3’ marker on Anderson as a reminder.
4. Caldwell’s division (II corps) can only be moved if those of Ayres and Barnes divisions (V corps) have engaged in combat OR if two of Humphreys (III corps) brigades become shattered.
Place a ‘4’ marker on Caldwell as a reminder.
5. Newton’s (VI corps) division can only be moved if
 - a. Confederate troops occupy Little Round Top (3720) OR
 - b. Confederate troops penetrate east of the Taneytown Road.
Place a ‘5’ marker on Newton as a reminder.

D. There are no reinforcements, ignore the OOA’s.

E. Normal reorganization and recovery rules apply.

F. Deployment

1. Units must be placed according to stacking limits.
2. Artillery may begin limbered or unlimbered.
3. **Set-Up Key:**
 - a. Hex# ~ = within 2 hexes of Hex #
 - b. *•Artillery* *=all the batteries of a named battalion
 - c. **commanders**
 - d. (formation)

G. Confederate Deployment

3626.....**Posey** 19MS 48MS (III/A/P)
3526.....**Mahone** 16VA 12VA 61VA (III/A/M)
3627.....12MS 16MS (III/A/P)
3427.....6VA 41VA (III/A/M)
3429.....**Anderson Wright** 3GA 48GA (III/A/Wr)
3329.....2GABtn 22GA (III/A/Wr)
3330.....**Lang** 2FL 5FL 8FL (III/A/L)

Confederate Deployment (cont)

3130.....10AL (III/A/Wi)
3231.....**Wilcox** 8AL 9AL (III/A/Wi)
3232.....11AL 14AL (III/A/Wi)
3332.....•**Patterson** (III/A)
3233.....**Barksdale** 13MS 18 MS (I/M/B)
3234.....**Wofford** 24GA Cobbs Lg. Phillips Lg.(I/M/W)
3235.....8SC 3SC Btn (I/M/K)
3333.....17MS 21MS (I/M/B) •**Parker** •**Fickling** (I/Art)
3035.....•**Taylor** •**Jordan** •**Woodfolk** (I/Art)
3134.....16GA 18GA (I/M/W)
2935.....•**Eshleman*** (I/Art)
3036.....10GA 50GA (I/M/S)
3236.....**Longstreet McLaws** 2SC (I/M/K)
•**Carlton** •**Manly** (I/M)
2936.....•**Bachman** •**Garden** (I/H)
3136.....**Semmes** 51GA 53GA (I/M/S)
3336.....3SC (I/M/K) •**Fraser** •**McCarthy** (I/M)
3337.....**Kershaw** 7SC (I/M/K)
3338.....15SC (I/M/K)
3039.....7GA (I/H/A)
3139.....**Anderson** 11GA 59GA (I/H)
3239.....3AR (I/H/R)
3140.....8GA 9GA (I/H/A)
3240.....**Hood** (I/H) **Robertson** 5TX (I/H/R)
3340.....1TX 4TX (I/H/R) •**Branch** (I/Art)
3241.....4AL 15AL (I/H/L)
3242.....**Benning** 17GA 20GA (I/H/B)
3341.....**Law** 47AL 48AL (I/H/L) •**Rowen** (I/Art)
3243.....2GA 15GA (I/H/B)
3342.....44AL (I/H/L)

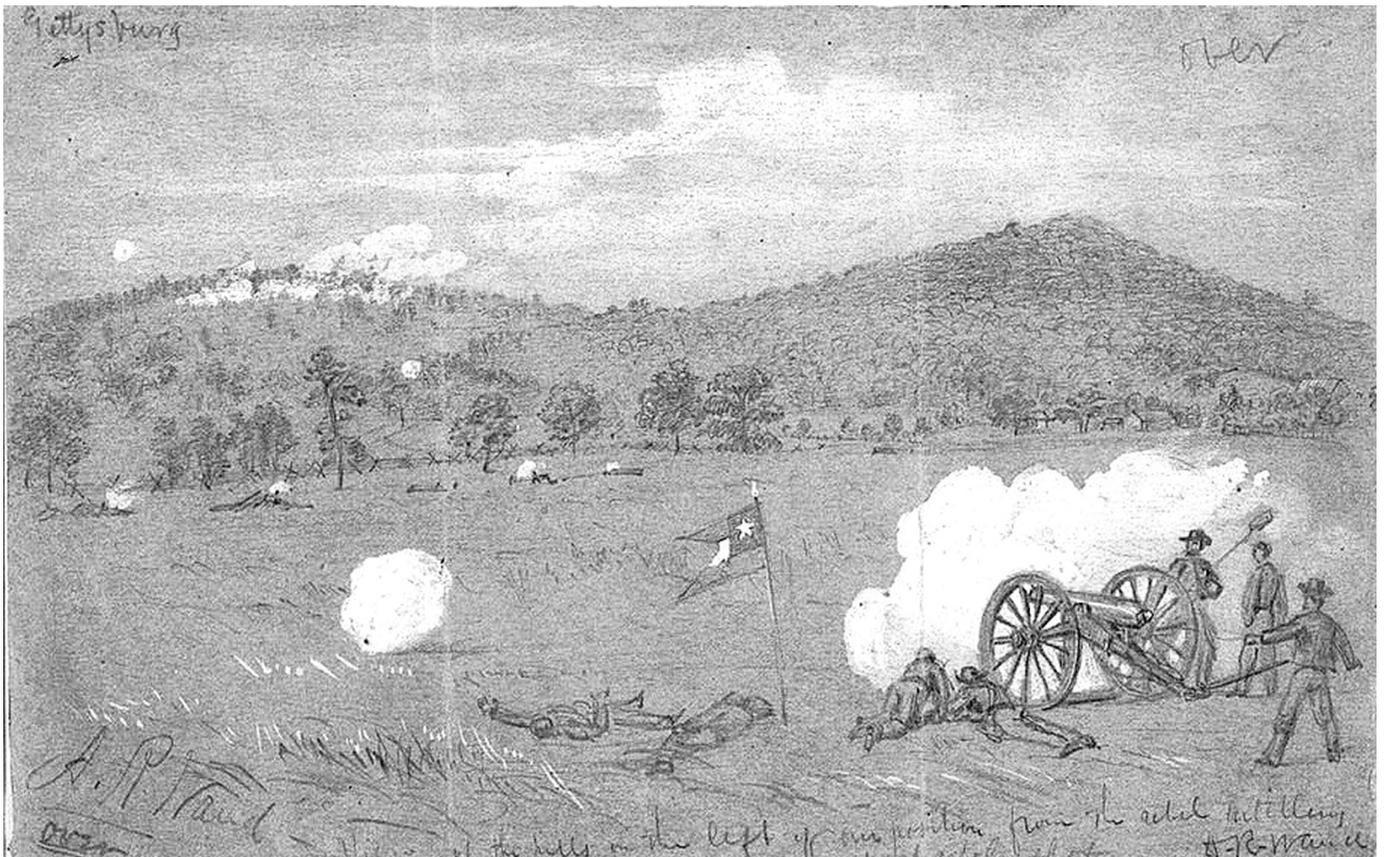
H. Union Deployment

3632.....1USSS (III/1/2)
3731.....**Carr** 11MA 16 MA 12NH (III/2/1)
•**Turnbull** (AR/1Reg)
3732.....11NJ (III/2/1) •**Seeley** (III/A)
3633.....**Humphreys Brewster** 71NY 120NY (III/2/2)
3634.....72NY 73NY (III/2/2)
3635.....7NJ (III/2/3) •**Bucklyn** (III/Art)
3534.....**Graham** 57PA 63PA 68PA 105PA 114PA (III/1/1)
•**Thomas** (AR/1Vol) •**Thompson** (AR/1Reg)
3636.....**Sickles Birney** 141PA (III/1/1) •**Phillips** (AR/1Vol)
•**Clark** (III/Art)
3535.....**Burling** 2NH 5NJ (III/2/3) •**Hart** (AR/1Vol)
3836.....17ME (III/1/3) •**Milton** (AR/1Vol)
3736.....**deTrobriand** 3MI 5MI 40NY 110PA (III/1/3)
3837.....•**Winslow** (III/Art)
3737.....20IN 99PA (III/1/2)
3637.....3ME (III/1/2)
3738.....**Ward** 86NY 124NY (III/1/2)
3839.....4ME (III/1/2)
3739.....•**Smith** (III/Art)
3641.....2USSS (III/1/2)
4433~.....•**Fitzhugh*** (AR/4Vol)
4134~.....•**Vincent** (V/1/3)
4434~.....**Barnes Sweitzer** (V/1/2)
4532~.....**Sykes** Tilton (V/1) •**Mason** •**Weir** (AR/1Reg)

Union Deployment (cont)

- 4834~.....Burbank (V/2/2)
- 4934~.....Ayres Day (V/2/1)
- 4933~.....Weed (V/2/3)
- 5034~.....McCandless (V/3/1)
- 4932~.....Crawford Fisher (V/3/3)
- 4537~.....Martin* (V/Art)
- 4132~.....Cross (II/1/1)
- 4133~.....Kelly (II/1/2)
- 4233~.....Zook (II/1/3)
- 4130~.....Caldwell Brooke (II/1/4)
- 4030~.....Hall (II/2/3) Hazard* (II/Art)
- 4128~.....Hancock Gibbon Webb (II/2/2)
- 4129~.....Harrow (II/2/1)
- 4229~.....Carroll (II/3/1)
- 4127~.....Smyth (II/3/2)
- 4227~.....Hays Willard (II/3/3)
- 5333~.....Wheaton (VI/3/3)
- 5434~.....Eustis (VI/3/2)
- 5233~.....Newton Shaler (VI/3/1)

* 6NJ 8NJ 115PA (III/2/3) are not present in this scenario



Scenario 4: July 2nd – Cemetery and Culps Hills.

A. Time

Scenario starts in the July 2, 5 pm turn and plays through the 8 pm turn. The Confederate player has the initiative on the first turn.

B. Victory Conditions

- For the Confederate player to win, he must
 - Occupy Cemetery Hill with one non-shattered brigade by the end of the 8 pm turn.
 - Have more non-shattered brigades on the battlefield than the Union player.
- For the Union player to win, he must prevent both conditions necessary for a Confederate victory.
- Any other outcome is a draw.

C. Special Rules

- Howard** is in command and functions as an army commander.
- Ewell** functions as a corps commander out of command range.
- Only the portion of the map east of the Emmitsburg Road (and the north/south road through the center of Gettysburg) and north of hex row xx31 is in use. No units, US or CS, may move west or south of those boundaries. Units forced to retreat out of the playable portion of the map are eliminated in this scenario.

D. Reinforcements

The OOAs are not used, instead, these units appear in the Union phase of the following turns in the hexes noted;

- 6pm: hex 4831: Cobham's brigade of XII/2
- 7pm: hex 5032 Geary's HQ & Candy's brigade of XII/2
- 8pm: Williams' division of XII corps @ hex 5233

E. Normal reorganization and recovery rules apply.

F. Deployment

- One breastwork marker is placed in each hex noted.
- All US artillery begins unlimbered.

c. Set-Up Key:

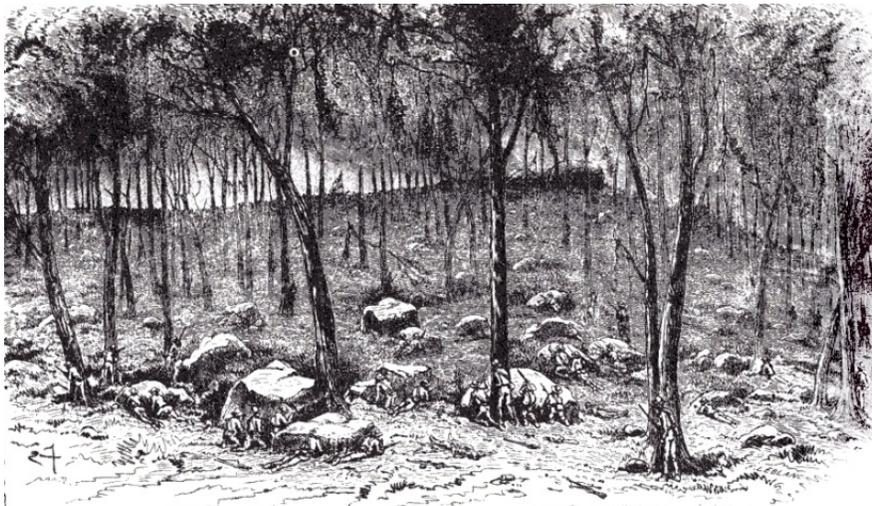
- Artillery* * = all the batteries of a named battalion
- commanders**
- (formation)
- BW*: Breastwork marker

G. Confederate Deployment

4917.....26GA 38GA 61GA (II/E/G)
4918.....**Gordon** 13GA 31GA 60GA (II/E/G)
5219.....**Williams** 14LA 15LA (II/J/Wi)
5118.....1LA 2LA 10LA (II/J/Wi)
5319.....42VA 50VA (II/J/J)
5320.....**Johnson Jones** 21VA 48VA (II/J/J)
5421.....25VA 44VA (II/J/J)
5422.....**Steuart** 1MDBtn 1NC 3NC (II/J/S)
5522.....10VA 23VA 37VA (II/J/S)
5120.....*Latimer** (II/J) *Graham* (II/Art)
4521.....**Ewell Early Avery** 6NC 21NC 57NC (II/E/A)
4422.....5LA 9LA (II/E/H)
4322.....**Hays** 6LA 7LA 8LA (II/E/H)

H. Union Deployment

4424.....**Ames** 17CT 25OH 75OH 107OH (XI/1/2)
.....*Wiedrick* (XI/Art) *BW*
4324.....58NY 119NY 75PA (XI/3/2) *BW*
4225.....82OH 26WI (XI/3/2) *BW*
4425.....*Taft* (AR/2Vol) *Mason* (AR/1Reg)
.....*Dilger* (XI/Art) *BW*
4625.....7IN 147NY (I/1/2) *BW*
4525.....**XI/1-replacement vonGilsa** 41NY 54NY
153PA (XI/1/1)
4725.....**Cutler** 76NY 95NY 84NY 56PA (I/1/2) *BW*
4925.....60NY (XII/2/3)
5026.....28PA (XII/2/1)
4726..... **I corps replacement Wadsworth Meredith**
19IN 2WI 6WI 7WI (I/1/1)
4626.....24MI (I/1/1) *Stevens* (I/Art) *BW*
4426.....33MA (XI/2/2)
.....*Reynolds* *Cooper* *Stewart* (I/Art) *Hill* (AR/3Vol)
4325.....**Howard vonSteinwehr** 134NY 73PA (XI/2/1)
.....*Heckmann* *Wilkson* (XI/Art) *Norton* (AR/3Vol)
4226.....**Smith** 136NY 55OH 73OH (XI/2/2) *BW*
4326.....**Coster** 154NY 27PA (XI/2/1) *BW*
4727.....*BW*
4827.....**Greene** 78NY 102NY (XII/2/3) *BW*
4927.....149NY (XI/2/3) *BW*
4928.....137NY (XI/2/3) *BW*
4228.....**Carroll** 14IN 4OH 7WV (II/3/1)
4730.....**Slocum** *Rugg* *Kinzie* (XII/Art)



Scenario 5: July 3rd – Rummel Farm

A. Time

The scenario starts on the July 3, 4pm turn and plays through the 8 pm turn. The Confederate player has the initiative on the first turn.

B. Victory Conditions

1. For the Confederate player to win, they must
 - a. Reach any hex of the Baltimore Pike with an unshattered brigade consisting of at least 3 regiments, OR
 - b. Have shattered all three Union brigades.
2. For the Union player to win, he must prevent both conditions necessary for a Confederate victory.

C. Special Rules

1. There are no army commanders in this scenario. Both division commanders roll for initiative as out of range of the higher command.
2. All units must remain East of Cress Run. Any unit that crosses west of it is eliminated and unrecoverable.

D. There are no reinforcements, ignore the OOA.

E. Normal reorganization and recovery rules apply.

F. Deployment

1. Artillery may begin limbered or unlimbered, cavalry mounted or dismounted at the player's choice, except the Purnell Legion starts dismounted.

2. Set-Up Key:

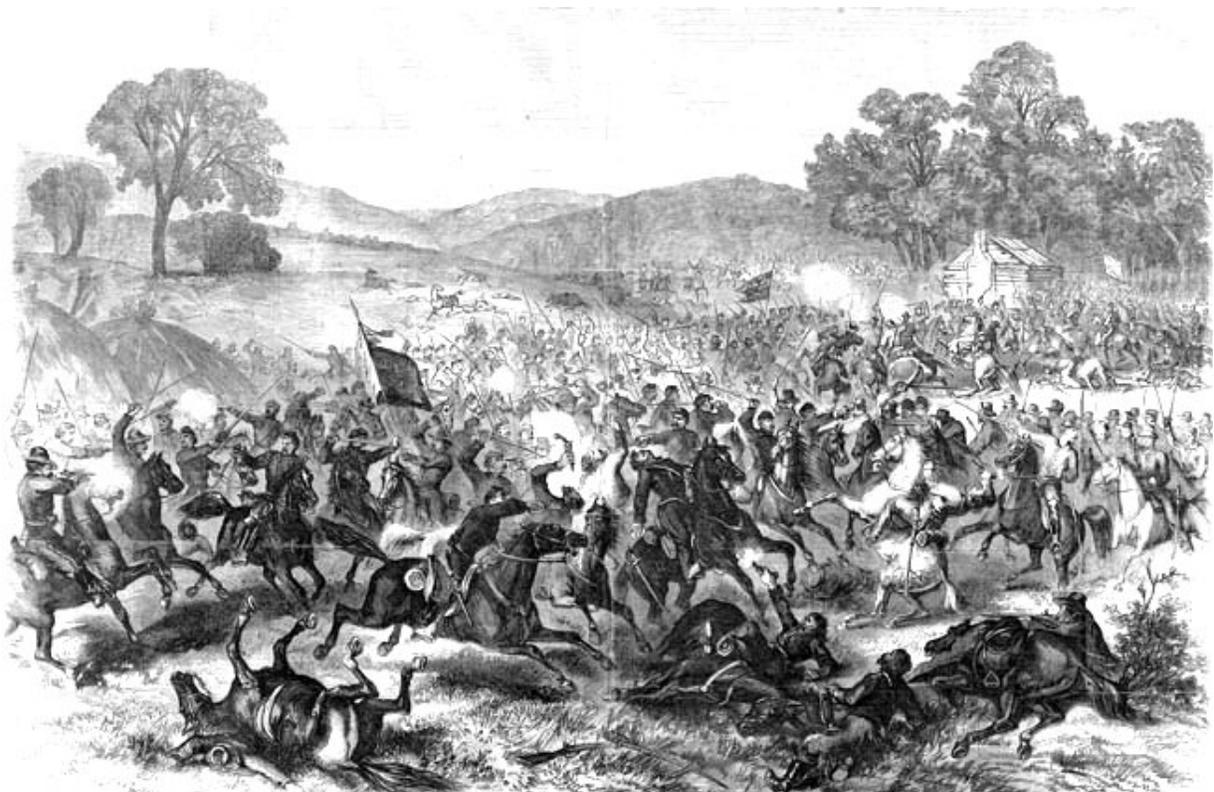
- a. *artillery* *= all the batteries of named battalion
- b. **commanders**
- c. All units are cavalry, horse artillery, and commanders.

G. Confederate Deployment

7418.....1VA 5VA (C/L)
7317.....**Stuart F.Lee** 2VA 3VA (C/L)
7217.....1SC (C/H)
7015.....**Hampton** Cobb's Lg
7116.....1NC (C/H)
7117.....*McGregor* (C/Art)
7016.....Jeff Davis Lg (C/H)
7017.....2SC (C/H)
7018.....*Breathed* (C/Art)
6916.....Phillip's Lg (C/H)
6917.....**Chambliss** 2NC 13VA (C/C)
6918.....*Moorman* (C/Art) *Jackson* (C/Je)
6818.....9VA 10VA (C/C)
6717.....**Jenkins** 14VA 16VA (C/Je)
6618.....17VA 34VA (C/Je)

H. Union Deployment

6921.....Purnell Legion [dismounted detached] (C/2/1)
7424.....1MD (C/2/1)
7323.....**McIntosh** 1NJ (C/2/1)
7324.....3PA (C/2/1)
7224.....*McIntosh* (C/2/1)
7227.....6MI (C/3/2)
7126.....*Randol* (C/Art)
7127.....**D.Gregg** (C/2) **Custer** 1MI (C/3/2)
7027.....5MI (C/3/2) *Pennington* (C/Art)
6927.....7MI (C/3/2)
6827.....4PA 10NY (C/2/3)
6726.....**J.Gregg** 16PA 1ME (C/2/3)



Command Values, Brigade and Artillery Initial Strengths

Army of the Potomac: Meade 5

I corps:	Reynolds 6	Wainwright art: 14			
1 st division:	Wadsworth 4	I/1/1: 18	I/1/2: 20		
2 nd division:	Robinson 4	I/2/1: 16	I/2/2: 15		
3 rd division:	Doubleday 3	I/3/1: 16	I/3/2: 14	I/3/3: 27	
II corps:	Hancock 5	Hazard art: 14			
1 st division:	Caldwell 3	II/1/1: 9	II/1/2: 6	II/1/3: 9	II/1/4: 8
2 nd division:	Gibbon 5	II/2/1: 13	II/2/2: 13	II/2/3: 10	
3 rd division:	Hays 4	II/3/1: 9	II/3/2: 11	II/3/3: 16	
III corps:	Sickles 4	Randolph art: 15			
1 st division:	Birney 4	III/1/1: 16	III/1/2: 17*	III/1/3: 14	*-not counting 5 sp's of USSS
2 nd division:	Humphreys 5	III/2/1: 18	III/2/2: 19	III/2/3: 15	
V corps:	Sykes 4	Martin art: 13			
1 st division:	Barnes 3	V/1/1: 5	V/1/2: 10	V/1/3: 15	
2 nd division:	Ayres 3	V/2/1: 16	V/2/2: 10	V/2/3: 15	
3 rd division:	Crawford 4	V/3/1: 12	V/3/3: 16		
VI corps:	Sedgwick 5	Tompkins art: 24			
1 st division:	Wright 4	VI/1/1: 14	VI/1/2: 13	VI/1/3: 15	
2 nd division:	Howe 4	VI/2/2: 18	VI/2/3: 18		
3 rd division:	Newton 5	VI/3/1: 19	VI/3/2: 17	VI/3/3: 15	
XI corps:	Howard 3	Osborn art: 13			
1 st division:	Barlow 3	XI/1/1: 11	XI/1/2: 14		
2 nd division:	vonSteinwehr 3	XI/2/1: 12	XI/2/2: 16		
3 rd division:	Shurz 3	XI/3/1: 17	XI/3/2: 14		
XII corps:	Slocum 3	Muhlenburg art: 10			
1 st division:	Williams 5	XII/1/1: 19	XII/1/2: 18	XII/1/3: 16	
2 nd division:	Geary 3	XII/2/1: 18	XII/2/2: 8	XII/2/3: 14	
Cavalry corps:	Pleasanton 4	Robertson art: 15	Tidball art: 12	McIntosh art: 1	
1 st division:	Buford 5	C/1/1: 18	C/1/2: 12	C/1/R: 18	
2 nd division:	D.Gregg 4	C/2/1: 16	C/2/2: 16	C/2/3: 14	(optional units)
3 rd division:	Kilpatrick 5	C/3/1: 19	C/3/2: 20		
Artillery Reserve	(Hunt)				
	1 Reg: 12	1 Vol: 11	2 Vol: 10	3 Vol: 11	4 Vol: 14

Army of Northern Virginia: Lee 6

I corps:	Longstreet 5	Alexander art: 12	Eshleman art: 7		
McLaws division 4	Kershaw: 22	Semmes: 13	Barksdale: 16	Wofford: 15	Cabell art: 8
Pickett division 3	Garnett: 14	Kemper: 16	Armisted: 20		Dearing art: 9
Hood division 6	Law: 20	Robertson: 17	Anderson: 18	Benning: 15	Henry art: 10
II corps:	Ewell 3	Dance art: 10	Nelson art: 6		
Early division 4	Hays: 13	Smith: 9	Avery: 12	Gordon: 18	Jones art: 8
Johnson division 5	Steuart: 23	Williams: 11	Walker: 13	Jones: 15	Latimer art: 8
Rodes division 3	Daniel: 22	Iverson: 14	Doles: 13	Ramseur: 10	O'Neal: 17
III corps:	Hill 3	McIntosh art: 8	Pegram art: 10		
Heth division 4	Pettigrew: 26	Brockenbrough: 10	Archer: 12	Davis: 23	Garnett art: 8
Pender division 5	Perrin: 19	Lane: 19	Thomas: 12	Scales: 13	Poague art: 8
Anderson division 5	Wilcox: 17	Mahone: 17	Lang: 7	Wright: 14	Posey: 14
Cavalry:	Stuart 6	Beckham art: 12	Jackson art: 2	Imboden art: 3	
	Hampton: 17	F Lee: 19	Chambliss: 13	Jenkins: 12	Robertson: 12
	Jones: 20	Imboden: 21			(optional units)