

**▲ Unlimited Pts - The Peak of the War 1863 (Union)**

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
<b>Squad (1<sup>x</sup>, 85 pts)</b>												
Reynolds	1	HQ, Div Commander			9	36"	+1	-			CmdQ VulnerC	85
Commander Qualities; Vulnerability of Commanders												
<b>Squad (7<sup>x</sup>, 290 pts)</b>												
Union Brigade	1	Brigade	3									290
Meredith	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
2nd Iron Brigade Infantry	1	Regular Infantry		Standard		12"	6	3	3+	4	ImmuneRY MusketR ToughF	[44]
Immune to Rebel Yell; Rifled Musket; Tough Fighters												
6th Iron Brigade Infantry	1	Regular Infantry		Standard		12"	6	3	3+	4	ImmuneRY MusketR ToughF	[44]
Immune to Rebel Yell; Rifled Musket; Tough Fighters												
7th Wisconsin Iron Brigade Infantry	1	Regular Infantry		Standard		12"	6	3	3+	4	ImmuneRY MusketR ToughF	[44]
Immune to Rebel Yell; Rifled Musket; Tough Fighters												
19th Indiana Iron Brigade Infantry	1	Regular Infantry		Standard		12"	6	3	3+	4	ImmuneRY MusketR ToughF	[44]
Immune to Rebel Yell; Rifled Musket; Tough Fighters												
24th Michigan Iron Brigade Infantry	1	Regular Infantry		Standard		12"	6	3	3+	4	ImmuneRY MusketR ToughF	[44]
Immune to Rebel Yell; Rifled Musket; Tough Fighters												
<b>Squad (8<sup>x</sup>, 311 pts)</b>												
Union Brigade	1	Brigade	3									311
76th infantry union; 84th infantry union; 95th infantry union; 147th new york infantry union; 56th Pennsylvania infantry union												
Cutler	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
76th infantry union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
84th infantry union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
95th infantry union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
147th new york infantry union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
56th Pennsylvania infantry union	1	Regular Infantry		Standard		12"	6	3	4+	3	Steady MusketR	[44]
Steady; Rifled Musket												
3 rifle Battery Hall	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	4-3-1	4+	2	RFA	[41]
Rifled Foot Artillery												
											<b>Total Cost:</b>	<b>686</b>

Option Footnotes	
	Special Rules
Commander Qualities	<ul style="list-style-type: none"> <li>• Roll D6: 1-2: Agression 3-4: Decisiveness 5-6: Independance</li> <li>• Roll a further D6: 1-3: Low 4-6: High</li> <li>• Compare result: High Agression: +1 if all units in commander's division charge, -1 all other orders Low Agression: -1 order if moving towards enemy, +1 all other orders High Decisiveness: Re-roll one additional failed order, if this fails then automatic Blunder Low Decisiveness: Any order that would allow three moves must be re-rolled High Independence: Must give orders before other commanders or suffers -1 penalty Low Independence: Must give orders after other commanders or suffers -1 penalty (p94 rulebook)</li> </ul>
Immune to Rebel Yell	(p102 GH)
Steady	<ul style="list-style-type: none"> <li>• Passes first Break test taken (p91 rulebook)</li> </ul>
Tough Fighters	<ul style="list-style-type: none"> <li>• Re-roll failed hand-to-hand combat attack (p92 rulebook)</li> </ul>
Vulnerability of Commanders	<ul style="list-style-type: none"> <li>• If the commander has joined a unit and it is Whipped then roll a die for each casualty above the unit's stamina</li> <li>• On a 6 the commander is a casualty</li> <li>• If dismounted and a casualty roll a further die, on a 4+ the commander remains a casualty, on anything else they are not a casualty (p62 Glory)</li> </ul>
	Weapons
Rifled Foot Artillery	R: 60"
Rifled Musket	R: 24"

### Validation Report

02. Armies: Union; 04. Scenarios: The Peak of the War 1863; 03. Theatres: Eastern Theatre; 01. Roster Options: Show Template Troops, Show Unit Costs

You may only take one General and must have one General

Up to 50% of artillery can be 3 Rifles (6) [Taken: 1, Allowed: 0]

You must have at least one leader with Staff Rating of 7

You can only take a Divisional Commander if there are at least six brigades

Group	Min	Max	Used
Infantry	0	0	10
Cavalry	0	0	0
Artillery	0	0	1