

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

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (1 ⁺, 85 pts)												
Division Heth	1	HQ, Div Commander			9	36"	+1	-			CmdQ VulnerC	85
Commander Qualities; Vulnerability of Commanders												
Heth's division (7 ⁺, 247 pts)												
Template Brigade	1	Brigade	3									247
Brigade Archer	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
1st Tennessee infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	Reliable MusketR	[37]
Reliable; Rifled Musket												
14th Tennessee infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	Reliable MusketR	[37]
Reliable; Rifled Musket												
7th Tennessee infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	Reliable MusketR	[37]
Reliable; Rifled Musket												
5th Alabama infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR Skirmish	[33]
Rifled Musket; Skirmish												
13th Alabama infantry	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[33]
Rifled Musket												
Heth's division (5 ⁺, 188 pts)												
Template Brigade	1	Brigade	2									188
Brigade Davis	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
2nd Wisconsin infantry	1	Regular Infantry		Large		12"	8	4	4+	4	Reliable MusketR	[44]
Reliable; Rifled Musket												
55th North carolina infantry	1	Regular Infantry		Large		12"	8	4	4+	4	FreshR MusketR	[37]
Freshly Raised; Rifled Musket												
42nd Mississippi infantry	1	Regular Infantry		Large		12"	8	4	4+	4	FreshR MusketR	[37]
Freshly Raised; Rifled Musket												
Heth's division (6 ⁺, 186 pts)												
Confederate Artillery Brigade	1	Brigade	2									186
Pegram artillery	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
12 smoothbore pdr Purcell	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SFA	[27]
Smoothbore Foot Artillery												
3" Crenshaw Rifle Battery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	RFA	[31]
Rifled Foot Artillery												
3"Pee Dee Rifle Battery	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	RFA	[31]
Rifled Foot Artillery												
12 smoothbore pdr Fredericksburg	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	3-2-1	4+	2	SFA	[27]
Smoothbore Foot Artillery												

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Heth's division (6 $\frac{1}{2}$, 261 pts)												
Template Brigade	1	Brigade	2									261
Pettigrew brigade	1	HQ			9	36"	+1	-			CmdQ VulnerC	[85]
Commander Qualities; Vulnerability of Commanders												
11th north carolina	1	Regular Infantry		Large		12"	8	4	4+	4	Reliable MusketR	[44]
Reliable; Rifled Musket												
26th North Carolina	1	Regular Infantry		Large		12"	8	4	4+	4	Reliable MusketR	[44]
Reliable; Rifled Musket												
52nd North Carolina	1	Regular Infantry		Large		12"	8	4	4+	4	Reliable MusketR	[44]
Reliable; Rifled Musket												
47th North Carolina	1	Regular Infantry		Large		12"	8	4	4+	4	Reliable MusketR	[44]
Reliable; Rifled Musket												
Heth's division (6 $\frac{1}{2}$, 212 pts)												
Template Brigade	1	Brigade	2									212
Brigade Brockenbrough	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
40th Virginia	1	Regular Infantry		Small		12"	4	2	3+	2	Reliable MusketR	[34]
Reliable; Rifled Musket												
55th Virginia	1	Regular Infantry		Standard		12"	6	3	4+	3	Reliable MusketR	[37]
Reliable; Rifled Musket												
47th Virginia	1	Regular Infantry		Small		12"	4	2	3+	2	Reliable MusketR	[34]
Reliable; Rifled Musket												
22nd Virginia	1	Regular Infantry		Standard		12"	6	3	4+	3	Reliable MusketR	[37]
Reliable; Rifled Musket												
											Total Cost:	1179

Option Footnotes

Special Rules	
Commander Qualities	<ul style="list-style-type: none"> • Roll D6: 1-2: Agression 3-4: Decisiveness 5-6: Independance • Roll a further D6: 1-3: Low 4-6: High • 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 Independance: Must give orders before other commanders or suffers -1 penalty Low Independance: Must give orders after other commanders or suffers -1 penalty (p94 rulebook)
Freshly Raised	<ul style="list-style-type: none"> • First time unit shoots or engages in hand-to-hand roll D6: 1: All shots/hand-to-hand need 6 to hit this turn, Disordered 2-3: All shots/hand-to-hand need 6 to hit 4-5: No effect 6: Extra attack/shot (p90-91 rulebook)
Reliable	<ul style="list-style-type: none"> • Add +1 to command rating • Only applies if all units in the group are Reliable (p91 rulebook)

Skirmish	<ul style="list-style-type: none"> • May adopt Skirmish formation • No Flank or Rear (p115 rulebook)
Vulnerability of Commanders	<ul style="list-style-type: none"> • If the commander has joined a unit and it is Whipped then roll a die for each casualty above the unit's stamina • On a 6 the commander is a casualty • 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)
Weapons	
Rifled Foot Artillery	R: 60"
Rifled Musket	R: 24"
Smoothbore Foot Artillery	R: 48"

Validation Report

02. Armies: Confederates; 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

You may have a maximum of one leader with Staff Rating of 9

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

Unit 'Template Brigade': You Must Take A Brigade Commander

Unit 'Template Brigade': You Must Take A Brigade Commander

Unit 'Confederate Artillery Brigade': You Must Take A Brigade Commander

Unit 'Template Brigade': You Must Take A Brigade Commander

Unit 'Template Brigade': You Must Take A Brigade Commander

Group	Min	Max	Used
Infantry	0	0	16
Cavalry	0	0	0
Artillery	0	0	4