

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

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (1 ⁺, 85 pts)												
Reynolds	1	HQ, Div Commander			9	36"	+1	-			CmdQ VulnerC	85
Commander Qualities; Vulnerability of Commanders												
div Reynolds (8 ⁺, 311 pts)												
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												
div Reynolds (7 ⁺, 290 pts)												
Union Brigade	1	Brigade	3									290
Meredith	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
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												
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												
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												
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												
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												

Name	#	Group	Break	Size	Staff Rating	Move	Hand-Hand	Shooting	Morale	Stam	Option Summary	Cost
Squad (6 \times, 226 pts)												
Div Rowley	1	Brigade	2									226
151st Pennsylvania union; 121st Pennsylvania union; 142nd Pennsylvania union; 80th New York union												
Biddle	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
151st Pennsylvania union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
121st Pennsylvania union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
142nd Pennsylvania union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
80th New York union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
Div Rowley (6 \times, 228 pts)												
Union Brigade	1	Brigade	2									228
149th Pennsylvania union; 150th Pennsylvania union; 143rd Pennsylvania union												
Dana Brigade	1	HQ			8	36"	+1	-			CmdQ VulnerC	[70]
Commander Qualities; Vulnerability of Commanders												
149th Pennsylvania union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
150th Pennsylvania union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
143rd Pennsylvania union	1	Regular Infantry		Standard		12"	6	3	4+	3	MusketR	[39]
Rifled Musket												
1st NY rifle Battery 3" (6)	1	Manhandled Artillery, Regular Artillery		Standard		6"	1	4-3-1	4+	2	RFA	[41]
Rifled Foot Artillery												
Total Cost:											1140	

Option Footnotes

Special Rules	
Commander Qualities	<ul style="list-style-type: none"> • Roll D6: 1-2: Agression 3-4: Decisiveness 5-6: Independence • 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 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)
Immune to Rebel Yell	(p102 GH)
Steady	<ul style="list-style-type: none"> • Passes first Break test taken (p91 rulebook)
Tough Fighters	<ul style="list-style-type: none"> • Re-roll failed hand-to-hand combat attack (p92 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 <p>(p62 Glory)</p>
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: 2, Allowed: 1]

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	17
Cavalry	0	0	0
Artillery	0	0	2