

## ARMY LISTS

These lists are designed to create points based 'armies' each Army must also have a CinC and a Baggage Train.

### POINTS COST

Each army is made up of **20 Points** in 1861 and **30 Points** thereafter. The CinC and a compulsory Baggage Train are free.

All units	1.0
point	
Raw Troops and Light Smoothbore Artillery	-0.5
points	
Veteran Troops and BLR equipped units	+0.5
points	
Medium Rifled Artillery, Horse Artillery and Gatling Guns	+0.5
points	
Fortifications, per unit protected	+0.5
points.	

CinCs are classed as (A), however the CSA can upgrade to (G) for +1 Point, CSA and USA can downgrade to (P) for -1 Point.

A (G) Bde Cmdr cost 2 Points, an (A) 1.5 Points and a (P) 1 Point.

There is no cost for BLC equipped Cavalry.

### ARMY LISTS

There is no restriction on the amount of Average or Poor Brigade Commanders or Experienced Infantry units required to bring an army up to strength but minimum and maximum numbers listed below must be included. Given the small numbers available there can only be 1 x Horse Artillery unit per army. No Medium Smoothbore in 1861.

All USA Cavalry are BLC equipped from 1863 and 50% in 1861&62.

From 1862 up to 25% of CSA Cavalry can be BLC equipped. BLC is at no cost.

### Abbreviations:

(V) Veteran, (R) Raw, (SS) Sharpshooters, (M) Musket Armed, (BLR) Breech Loading Rifle Armed.

**1861** CSA x 2(G)Generals, USA none. CSA x 1(P)General, USA x 2(P)Generals.

**CSA** 16-24 Inf(R, 3 can be Exp) (70% of Inf are M), 0-1 SS, 2-3 Art, 0-2 Cav(1 can be Vet).(at least the first two CSA Art must be LS).

**USA** 16-24 Inf(R, 3 can be Exp) (50% of Inf are M), 0-1 SS, 2-4 Art, 0-1 Art(Hs), 0-2 Cav(R), 0-1 Cav. (a fourth USA Art must be LS).

**1862** CSA x 3(G)Generals\*, USA x 1(G)General. CSA & USA x 2(P)General.

**CSA** 2-6 Inf(V), 2-6 Inf(R) (2-6 Inf are M), 0-2 SS(1 can be BLR), 2-4 Art(at least 1 LS), 0-1 Art(Hs), 0-3 Cav(V), 0-1 Cav.

**USA** 0-2 Inf(V), 8-12 Inf(R) (2-6 Inf are M), 0-2 SS(1 is BLR&Vet), 2-6 Art, 0-1 Art(Hs), 2-4 Cav(R).

**1863** CSA x 3(G)Generals\*, USA x 1(G)General. CSA & USA x 1(P)General.

**CSA** 3-12 Inf(V), 0-4 Inf(R) (1-3 Inf are M), 0-2 SS(1 can be BLR), 2-4 Art, 0-1 Art(Hs), 0-3 Cav(V), 0-1 Cav.

**USA** 0-4 Inf(V), 6-12 Inf(R) (1-3 Inf are M, 1 can be BLR), 0-2 SS(1 is BLR&Vet), 2-6 Art, 0-1 Art(Hs), 0-1 Cav(V), 0-4 Cav, 0-2 Cav(R).

**1864 - 65** CSA x 3(G)Generals, USA x 2(G)Generals.

**CSA** 8-12 Inf(V)\*, 2-4 Inf(R), (No Muskets), 0-2 SS(1 can be BLR), 2-4 Art, 0-1 Art(Hs), 0-2 Cav(V), 0-2 Cav.

**USA** 2-4 Inf(V), 6-12 Inf(R), (No Muskets), (4 Inf are BLR\*) 0-2 SS(1 is BLR&Vet), 2-6 Art, 0-1 Art(Hs), 0-2 Cav(V), 0-6 Cav, 0-1 Gat.

\* One Good General upgrade at no cost. 4 USA BLR and 2 CSA(V) are no cost.