

PEA RIDGE

“THE GETTYSBURG OF THE WEST” MARCH 7-8, 1862 GBACW, VOL. 1

Confederate Player Reinforcement Schedule

(CSA is first player on turns 1-22)

Turn 1: 3906 McCulloch McIntosh Brigade (less 2 Ark C, 1 Ark MB) Batteries: Good A & B, Gain A & B	Turn 2: 3906 2 Ark C, 1 Ark MB Pike Brigade Batteries: Provence A & B, Hart	Turn 3: 3906 Herbert Brigade Turn 3: 3946 Van Dorn Little Brigade, Slack Brigade Batteries: Landis A & B, Jackson, Wade A & B, Clark	Turn 4: 3946 Price Brigade Batteries: Kelly, Gorham, MacDonald A & B, Bledsoe A & B, Guibor A & B	Turn 21: 3946 Any Withdrawn Brigades Turn 23: 3946 Batteries: Teel A & B, Kneisley
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Union Player Reinforcement Schedule

(USA is first player on turns 23-30)

At Start: 2143 24th Missouri (Indpt Reg) (in line formation, on map)	Turn 2: 0115 Bussey Brigade Batteries: Elbert A	Turn 3: 0123 Dodge Brigade (Detached) Batteries: Jones B	Turn 4: 0115 Ousterhaus Greusel Brigade Batteries: Hoffman A & B, Welfrey A	Turn 5: 0123 Carr Vandever Brigade Batteries: Jones A, Hayden A & B
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Turn 7: 0123 Bowen C (Indpt Reg) Batteries: Bowen	Turn 10: 0115 Davis Pattison Brigade White Brigade Batteries: Peoria A, B & C Klauss A & B, Davis Wgn	Turn 13: 0115 Asboth Schaefer Brigade Smith C, Jenks C (Indpt Reg) Carr's Wagon	Turn 15: 0115 Sigel Coler Brigade	Turn 24: 0115 Poten Brigade Batteries: Elbert B, Chapman B
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PEA RIDGE SPECIAL RULES:

- SR 1: Stacking:** One Infantry unit in column may end movement in the same hex as one limbered Artillery unit. [21.11]
- SR 2: Road movement:** Limbered artillery may move though other units on road/pike hexes at road movement rates. [21.12]
- SR 3: Horse artillery:** Horse artillery units have a movement of 12, and pay cavalry terrain costs. [21.13]
- SR 4: Out of command:** units out of command have their morale reduced by 1. [21.6]
- SR 5: Detachment:** Regiments of Detached Brigades have their morale reduced by 1. [25.0]
- SR 6: Melee:** Advance into melee is NOT automatic for Confederates in Pea Ridge. If unpinning:
 Regiments stacked with a leader may always initiate melee.
 [EXC: Van Dorn. See SR 7.]
 Regiments adjacent to a Confederate leader may melee if they roll a 1 or a 2.
 Regiments not adjacent to a leader must roll a 1 to enter melee.
- SR 7: Van Dorn's Health:** Van Dorn was sick and in an ambulance wagon. Units stacked with or adjacent to him will only melee on a 1 or 2. He does NOT

add 1 to a melee. Has movement allowance of 10, and pays wagon terrain costs.

SR 8: Retreat and Rout:

Units are limited in their directions during rout and retreats. [23.0]

Confederates: must move into hexes northwest or northeast of the current hex. May only move west or east if the NW/NE hexes are occupied by other units, or enemy ZOC. May NEVER retreat/rout to the SE/SW hex. If SE/SW hex is the only option, the retreating unit is captured.

Union: must move into hexes southwest or southeast of the current hex. May only move west or east if the SW/SE hexes are occupied by other units, or enemy ZOC. May NEVER retreat/rout to the NE/NW hex. If NE/NW hex is the only option, the retreating unit is captured.

SR 9: Confederate Leader Casualty: When the Confederate player checks for leader casualty, an “11” will also kill the leader. Confederate leaders are also subject to special replacement rules. Role dr on table 28.26 to see how many turns before the leader is replaced. See notes on table for DRMs.

SR 10: Ammo Depletion: Do not use rule 11.2. Instead, use chart 21.52. The Confederate have no supply wagons. CSA units may only resupply if they capture a Union supply wagon. (CSA wagons did not make it to the battle.)

SR 11: Confederate Indians. The two Indian units (Watie and Drew) must check morale anytime they are fired on by artillery—even if they are not hit!

VICTORY CONDITIONS:

Players receive Victory Points for causing casualties, capturing units, and controlling terrain objectives.

First Day Victory: At the end of the second player turn of Turn 18, if one player scores at least 100 VPs AND has a 3:2 VP advantage, the game is over and the higher VP total player is the winner.

Second Day Victory: At the end of the second player turn of turn 24, and end of each even turn thereafter, compare VP totals. If either side has more than a 50 point advantage, that side wins and the game ends. If no winner by end of turn 30, player with the higher point total wins. If tied, game is a Union win.

SPECIAL TERRAIN RULES:

Fences: No effect on movement. Does not prevent cavalry charges.

Does not block LOS. If at least one unit crosses a fence to enter melee, subtract 1 SP from total melee strength.

Heavy Woods: Units in heavy woods get a -1 shift when fired on.

Heavy woods blocks LOS of same height units. No affect on melee.

Light Woods: Light woods do not block LOS. A unit may sight through one light woods hex and into another hex of any terrain type. Units in light woods receive a -1 shift when fired on if in a light woods, or if fired on through a light woods hex. (Only one shift for light woods, maximum.)

SR 12: Artillery Command:

Union Artillery listed as subordinate to the brigade commander must be in that leader's command effectiveness radius to be in command. [21.3]

Confederate Artillery is listed as subordinate to Divisional commanders. These units are in command if they are in the divisional commanders Command Radius, or if they are in the Effectiveness Radius of a Brigade Leader subordinate to that commander. [21.3]

SR 13: Brigade Combat Effectiveness Loss: Takes place immediately!

- BCE units may not initiate melee.
- +1 DRM to any morale check dr made by a BCE infantry or cavalry unit.
- -1 shift on combat table for any fire by any BCE units.
- A BCE unit that routs may cause a Brigade Retreat. [See 24.3] Units already routed will rout 3 hexes. Brigade retreats that leave enemy ZOCs are subject to withdrawal fire. If units are unable to retreat they may be subject to capture.

SR 14: Withdrawal: Brigades of McCulloch's division that have lost BCE at end of turn 18 MUST withdraw. Any McCulloch's brigades MAY withdraw. [22.1]

SR 15: Straggler Recovery: Regiments may recover SPs during night turns. If a BCE unit recovers effectiveness, VPs awarded to enemy are lost. [22.44]