

# THE BATTLE OF CORINTH

“STANDOFF AT THE TENNESSEE” OCTOBER 3-4, 1862 GBACW, VOL. 6

**First Player: CSA SetUp Rules and Options: See 29.0**

## CORINTH SPECIAL RULES:

**SR 1: Divisional Integrity:** Divisional Integrity [17.21] does NOT apply in Corinth. All brigades are classified as independent. Division and Army Commanders abilities are modified (see 28.0). [21.2]

**SR 2: Sharpshooters:** When only sharpshooters are firing, the player adds +1 to his CRT die roll. An original 1 still requires an ammo check.

**SR 3: Cavalry Formation Changes:** Cavalry MUST be in their Leader's effectiveness radius at time of formation change to mount or dismount.

[21.43] Note: Cav. units with Inf. silhouettes were without horses and treated as Inf. at all times.

**SR 4: Limits on Dismounted Cavalry:** Dismounted Cavalry may initiate melee only on arty, wagons, or dismounted Cavalry. [21.41] Unpinned/unrouted dismounted Cav. meleed by enemy infantry MUST retreat before melee — no dr needed. If stacked with friendly infantry, the retreat is optional. [21.42]

**SR 5: Melee:** If not stacked with a leader, an attacking unit must pass morale to adv. into melee (EXC: attacking a pinned or routed unit, unmanned arty or wagon.) and a defending unit must pass morale to retreat before melee. (See Melee modifiers box, lower right.) Also, melee initiation and retreat die rolls are modified on turns 1-8.

**SR 6: Retreat and Rout:** Units are limited in their directions. [23.0]

**Confederates** must rout/retreat toward entry areas. **Union** must rout/retreat toward Corinth. Units may deviate from this only to avoid enemy units and ZOCs.

**SR 7: Set-Up:** Union units set up in line, unlimbered and mounted. May not set up within 4 hexes of any CSA Assault area. For placements, see [29.0]

**SR 8: Confederate Assault Impetus:** Union troops that rout on turns 1-5 may only be rallied by a die roll.

**SR 9: Artillery:** Artillery with L, N, HA, HB, and HC may Rapid Fire only against Inf and Cav within three hexes. Rapid fire costs three rounds of ammo, and battery strength is doubled. After fire results are applied, battery must check for fouling. If dr is 6, gun fouls and may not fire until cleaned by rolling a 1-3 in any subsequent fire phase. (1 check per battery per phase.) Gun may fire in same phase it was unfouled.

**SR 10: Siege Guns:** Union Battery Phillips and Battery Williams may only move 1 hex per turn. [24.3]

**SR 11: Artillery Subordination:** Arty listed with brigade commanders are subject to standard rules of command to move, fire, etc. [24.4]

**SR 12: Night:** MPs increased 50% at night. Units may not move adjacent to

enemy units, and only combat allowed is Withdrawal Fire. Units may retreat through friendly units, and units may recover stragglers. [26.0]

**SR 13: Lovell Reluctance:** Lovell's Division is given a BCE of 10. If the total casualties of his three brigades equal or exceed 10, the entire division is treated as though they have exceeded BCE. [30.4]

**SR 14: 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 column shift on combat table for any fire by any BCE units.
- Routed BCE units may only rally by dr. To Rally, unit must be in effectiveness radius of its brigade commander, and that commander must spend a rally point. (EXC. If stacked with Brigade or Div. Cmdr, -1 to die roll and no rally point needed. Army Cmdrs automatically rally units they are stacked with.)
- A BCE unit that routs and is in command radius of its leader causes all other members of its brigade [Exc. Arty, routed units, pinned units —see below ] to undergo a Brigade Retreat.
  1. Unpinned and Unrouted: units retreat 2 hexes and check morale. If that check is failed, units rout and move 3 hexes.
  2. If routed at time of brigade retreat, unit retreats 3 hexes instead.
  3. If pinned at time of brigade retreat, unit remains pinned and unaffected (EXC. See next.)
  4. If retreating out of enemy ZOC, subject to Withdrawal Fire. If unable to retreat, (pinned) unit is subject to capture! (see 14.1).

Units may recover from BCE at Night by recovering stragglers. (See 26.2, 26.3)

## SPECIAL TERRAIN RULES:

**The Outer Works: MP:** Crossing the outer works pay + 1 MP cost. (Exc: Road Movement.) **Fire:** Units firing at a unit defending inside an outer works hexside has 1 subtracted from the attacker's die roll if the fire crosses the outer works hexside.

**Melee:** A unit crossing the outer works hexside to melee a defending unit has 1 SP subtracted. **LOS:** Units behind the outer works are 10 ft higher than their normal terrain.

**Primary Redans, Secondary Redans:** These affect stacking limits, fire combat, melee See [23.2]

**Corinth:** Limits LOS, movement, and fire. Does NOT affect Melee. [23.3]

**Railroad:** No railroad cars, but the track is easier movement for some troops.

**Swamp:** Arty, wagons, and mounted cavalry are prohibited. See TEC.

## VICTORY POINTS:

The Confederate player receives and loses Victory Points for capturing Redans and Union artillery batteries, holding certain terrain objectives, capturing or killing Union leaders, and inflicting BCE on enemy brigades. The CSA loses points for loss of their own leaders and loss of BCE. [31.1]

### Objective Hexes:

Each Secondary Redan Controlled	1 VP
Each Primary Redan Controlled	2 VP
Control of the Tishimingo Hotel (2437)	5 VP
Control of hex 3844	3 VP
Control of hex 2344	2 VP
Each Corinth hex controlled	1/2 VP

The CSA player controls a hex if he was the last player to occupy the hex with a combat unit. All hexes begin in Union control.

### Leader Loss:

Capture/Kill/Wound Rosecrans	3/2/1 VP
Capture/Kill/Wound Union Division Commander	2/2/1 VP
Capture/Kill/Wound Van Dorn	-3/-2/-1 VP
Capture/Kill/Wound CSA Div Cmdr/ Price	-2/-2/-1 VP

Note: Brigade commanders do NOT count for Victory Points.

### Strength Point Losses

Each Union Arty battery captured or eliminated	1 VP
Each CSA Arty battery captured or eliminated	-1 VP

### Brigade Combat Effectiveness (BCE)

The CSA Player gains VPs for each Union Brigade that loses BCE.  
The CSA Player loses VPs for each CSA brigade that loses BCE.  
(Points listed on Order of Battle Roster.)

## VICTORY CONDITIONS:

**First Day:** At the end of the 16th turn, total the Victory Points.

If the CSA has 20 or more points—game over, CSA wins.

If the CSA has 4 or less—game over, Union wins.

If neither, game continues to turn 32.

**Second Day:** At the end of the 32nd turn, use the Historical, Free Set-up (2 player) or Free Set-up (Solitaire) to determine victory Levels.

## MELEE MODIFIERS:

### Melee Initiation Modifiers:

**No dr required if stacked w/ leader, or vs. routed or pinned units.**

**No dr required for Cavalry making a charge.**

Checking unit is ammo depleted (+1)

All defending units are ammo depleted, checking unit occupies one of defenders enfilade hexes (-1 each).

If Union on turns 1-8 (+1), If CSA turns 1-8 (-1)

### Retreat Before Melee Modifiers:

Unit is enfiladed, Out of Command at time of check, Lost BCE. (+1 each).

Attackers out of ammo, Attackers crossing redan or outer works (-1 each)

If Union on turns 1-8 (+1)