

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.

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 works (-1 each).

Melee Initiation Modifiers: Checking unit is ammo depleted (+1) All defending units are ammo depleted, checking unit occupies one of defenders enfilade hexes (-1 each).

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: 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 11: Brigade Combat Effectiveness Loss: Takes place immediately

- BCE units may not initiate melee.
 - +1 DRM to any morale check dr made by any unit in any hex within 2 hexes of any BCE unit.
 - -1 column shift on combat table for any unit in any hex within 2 hexes of any BCE unit.
 - Routed BCE units may not rally by a leader within 2 hexes of their effectiveness radius of their brigade, and may not rally by a leader within 2 hexes of their effectiveness point. (EXC. If stacked with friendly units, they may rally and no rally roll and no rally needed. An attacking unit may rally automatically if they are stacked with.)
 - If a leader causes all other units in his effectiveness radius to retreat, he causes all other units in his effectiveness radius to retreat. (EXC. If a leader causes all other units in his effectiveness radius to retreat, he causes all other units in his effectiveness radius to retreat.)
2. If a unit retreats at time of retreat, unit retreats 3 hexes instead.
3. If a unit retreats at time of retreat, unit remains pinned and unaffected (EXC. If a unit retreats at time of retreat, unit remains pinned and unaffected.)
- 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	Points
Redan	1 VP
Redan Con-VP	2 VP
Con-Hotel (2437)	5 VP
Control of the Tishimingo	3 VP
Control of hex 3844	2 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 Rosecrans	3 VP
Kill Rosecrans	2 VP
Wound Rosecrans	1 VP
Capture/Kill Union Division Commander	2 VP
Wound Union Division Commander	1 VP
Van Dorn captured	- 3 VP
Van Dorn killed	- 2 VP
Van Dorn wounded	- 1 VP
CSA Division Cmdr/ Price captured or killed	- 2 VP
CSA Division Cmdr/ Price wounded	- 1 VP

Note: Brigade commanders do NOT count for Victory Points.

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 one of the following tables.

Historical, Free Set-up (2 player) and Free Set-up (Solitaire).

Historical Setup Scenario Victory Levels:

- 0 VPs or less: Decisive Union Victory
- 1/2 to 4 VPs: Substantial Union Victory
- 4 1/2 to 9 VPs: Marginal Union Victory.
- 9 1/2 to 16 VPs: Marginal Confederate Victory.
- 16 1/2 to 24 VPs: Substantial Confederate Victory.
- 24 1/2 or more: Decisive Confederate Victory.