

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Turn 4: 3946 Price Brigade Batteries: Kelly, Gorham, MacDonald A & B, Bledsoe A & B, Guibor A & B	Turn 21: 3946 Any Withdrawn Brigades Turn 23: 3946 Batteries: Teel A & B, Kneisley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

(Union Player is first player on turns 23-30)

A t S t a r t : 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
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 Bri- gade	Turn 15: 0115 Sigel Coler Bri- gade

PEA RIDGE SPECIAL RULES:

SSR 1: Stacking: One Infantry unit in column may end movement in the same hex as one limbered Artillery unit. [21.11]

SSR 2: Road movement: Limbered artillery may move though other units on road/pike hexes at road movement rates. [21.12]

SSR 3: Horse artillery: Horse artillery units have a movement of 12, and pay cavalry terrain costs. [21.13]

SSR 4: Out of command: Units out of command have their morale reduced by 1. [21.6]

SSR 5: Detachment: Regiments of detached Brigades have their morale reduced by 1. [25.0]

SSR 6: Melee: Advance into melee is NOT automatic for Confederates in Pea Ridge.:

- Unpinned regiments stacked with a leader may always initiate melee. [EXC: Van Dorn. See SSR 7.]

SSR 7: 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

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 player has more than a 50 point advantage, the game ends and they are the winner. If no winner by end of turn 30, player

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Fences: No prevent cavalry Does not block crosses a fence to SP from total

CIAL TERRAIN RULES:

effect on movement. Does not charges. LOS. If at least one unit enter melee, subtract 1 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

ZOC. May NEVER retreat/rout to the NE/NW hex. If NE/NW hex is the only option, the retreating unit is captured.

SSR 8: 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.

SSR 9: 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.)

SSR 10: 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!

SSR 11: 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]

SSR 12: Brigade Combat Effectiveness Loss: