

WAR BETWEEN THE STATES – CHARTS AND TABLES

[25.42] POLITICAL EVENTS MATRIX

Year			Union Political Points Total minus Confederate Political Points Total									
64-65			-1	0	+1	2-3	4-6	7-10	11-15	16-25	26-40	41+
	63		-2	-1	0	+1	2-3	4-6	7-10	11-15	16-25	26+
		61-62	-3	-2	-1	0	+1	2-3	4-6	7-10	11-15	16+
	Die											
		1	F	F	F	Mc	Kc	Ku	Ku	Ku	U	U
	Die	2	F	F	Mc	Kc	Mu	Mu	Mu	Mu	Ku	U
	1	3	F	Mc	Kc				Mu	Mu	Mu	Ku
	Die	2	4	Mc	Kc				Ku	Ku	Ku	Ku
	1	3	5	Kc					Mu	Mu	Mu	Mu
	2	4	6	C							Mu	Mu
3	5		C	C						U	U	
4	6		C	C	C				U	U	U	
5			C	C	C	C			U	U	U	
6			C	C	C	C	C	U	U	U	U	

Key:

F = Foreign Intervention (see 25.43)

C = Confederate Player Victory (see 25.3)

U = Union Player Victory (see 25.3)

Kc = Kentucky joins the Confederacy and henceforth is a Confederate state (see 25.44)

Ku = Kentucky joins the Union (see 25.44)

Mu = Missouri joins the Union (see 25.44)

Mc = Missouri joins the Confederacy (see 25.44)

[13.37] SIEGE BOMBARDMENT TABLE

Die	Fort	Fortress
1	-	-
2	-	-
3	-	-
4	E	-
5	E	-
6	E	R

Key

- = No effect E = Fort eliminated R = Fortress reduced to fort.

[5.13] INITIATIVE POOL COMPOSITION MATRIX

Date	Composition
7/61 - 6/62	0, 1, (2), 3
7/62 - 4/63	1, 2, (3), 4, 5
5/63 - 10/63	2, 3, 4, (5), 6, 7
11/63 - 4/64	1, 2, (3), 4
5/64 - 12/64	3, 4, 5, (6), 7, 8, 9
1/65 - 5/65	6, (7), 8, 9

[6.32] FORCED MARCH ATTRITION TABLE

March Ends in Enemy Territory		Die	March Ends in Friendly Territory	
1 Extra MP	2 Extra MPs		1 Extra MP	2 Extra MPs
-	-	1	-	-
-	10	2	-	-
5	10	3	-	-
10	15	4	-	5
10	15	5	5	10
15	25	6	10	15

Key: # = Percentage of forced marched strength points lost by attrition (see combat attrition table)

[12.13] SUPPLY ATTRITION

Ground Combat Strength Exposed to Attrition				
Die	1-10	11-30	31-100	101+
1	-	-	-	5
2	-	-	5	10
3	-	5	5	10
4	5	5	10	15
5	5	10	10	15
6	10	15	20	30

Key

= Number of combat strength points lost

[11.24] NAVAL TRANSIT COMBAT RESULTS TABLE

Fort vs:			Fortress vs:		
Naval/River Transport Flotilla	Naval/Gunboat Flotilla	Die	Naval/River Transport Flotilla	Naval/Gunboat Flotilla	
M	M	1	M	M	
M	M	2	M	M	
M	M	3	M	M	
M	M	4	S	M	
D	M	5	D	S	
D	D	6	D	D	

Key:

M = Naval unit may move or leave hex or hexside controlled by the fort or fortress.

S = Naval unit may not move.

D = Naval unit (and any passengers) are destroyed.

[11.12] NAVAL COMBAT RESULTS TABLE

Total Attacker Strength : Total Defender Strength (round in favor of defender)							
Die	1:4	1:3	1:2	1:1	2:1	3:1	4:1
1	AX	AX	AX	AX	DX	DX	DX
2	AE	AX	AX	DX	DX	DX	DE
3	AE	AE	AX	AE	DX	DE	DE
4	AE	AE	AE	AE	DE	DE	DE
5	AE	AE	AE	DE	DE	DE	DE
6	AE	AE	AE	DE	DE	DE	DE

Key:

AX (DX) = All attacking (defending) units are eliminated; eliminate as many defending (attacking) units to at least equal the strength points of attacking (defending) ships.

AE (DE) = All attacking (defending) units are eliminated.

[24.22] BLOCKADE TABLE

Cycle			Number of Union Flotillas Within Two Hexes of Port			
W61-62	S62-63 W63-65	S64-65	Die	1	2 - 3	4+
-	-	1	Die	B	B	B
-	1	2	1	B	B	B
1	2	3	2	•	B	B
2	3	4	3	•	•	B
3	4	5	4 - 6	•	•	•
4 - 6	5 - 6	6				

Key:

B = Port blockaded; no import allowed in current turn

• = Port not blockaded

Note: Each Confederate ironclad present in the port in question adds one to the blockade die roll.

[7.26] EMBARKATION/DISEMBARKATION COSTS CHART

Unit Type	Port/Base /Ferry	Clear	Forest
Infantry	1/1	2/2	3/3
Cavalry	2/2	3/3	4/4
Supply Train	2/2	2/2	P/P
Siege Train	2/2	P/P	P/P
Transporting Unit	10/10	20/20	30/30

Key:

= The number of movement points expended to embark (debark) from (to) a hex with the given terrain.

P = Embarkation/diseembarkation prohibited.

[12.12] SUPPLY CONSUMPTION TABLE

Terrain in Hex		Ground Combat Strength in Hex			
Clear	Rough Forest	1-10	11-30	31-100	101+
Die	Die	0	1	2	3
1	1	0	1	2	3
2	2	1	1	2	3
3	3	1	1	2	3
4	4	1	2	3	4
5	5	2	2	3	5
6	6	2	3	4	6

Key: # = Number of supply points that must be expended.

[8.14] COMBAT RESULTS TABLES

TABLE #1 (USE WHEN THE SUM OF THE BATTLE INTENSITY CHITS EQUALS ONE)

Die	Total Attacking Strength Points as a Percentage of Total Defending Strength Points											
	0-10	11-40	41-70	70-91	91-110	111-130	131-160	161-200	201-250	251-400	401-900	901+
1	15/•	10/•	5/•	5/=	R/•	C	C	C	•/R	•/R	=/5	•/10
2	10/•	5/•	5/=	R/•	C	C	C	•/R	•/R	=/5	=/5	•/15
3	5/•	5/=	R/•	C	C	C	•/R	•/R	=/5	=/5	=/10	•/25
4	5/=	R/•	C	C	C	•/R	•/R	=/5	=/5	=/10	=/10	•/40
5	R/•	C	C	C	•/R	•/R	=/5	=/5	=/10	=/10	•/10	•/50
6	C	C	C	•/R	•/R	=/5	=/5	=/10	=/10	•/10	•/10	•/E

TABLE #2 (USE WHEN THE SUM OF THE BATTLE INTENSITY CHITS EQUALS TWO)

Die	Total Attacking Strength Points as a Percentage of Total Defending Strength Points											
	0-10	11-40	41-70	70-91	91-110	111-130	131-160	161-200	201-250	251-400	401-900	901+
1	40/•	25/•	20/•	10/•	5/•	R/•	5/=	10/=	5/5*	•/R	=/5	•/15
2	25/•	20/•	10/•	5/•	R/•	5/=	10/=	5/5*	•/R	=/5	=/10	•/25
3	20/•	10/•	5/•	R/•	5/=	10/=	5/5*	•/R	=/5	=/10	5/15*	•/40
4	10/•	5/•	R/•	5/=	10/=	5/5*	•/R	=/5	=/10	5/15*	5/20*	•/50
5	5/•	R/•	5/=	10/=	5/5*	•/R	=/5	=/10	5/15*	5/20*	5/25*	=/E
6	R/•	5/=	10/=	5/5*	•/R	=/5	=/10	5/15*	5/20*	5/25*	5/40*	•/E

TABLE #3 (USE WHEN THE SUM OF THE BATTLE INTENSITY CHITS EQUALS THREE)

Die	Total Attacking Strength Points as a Percentage of Total Defending Strength Points											
	0-10	11-40	41-70	70-91	91-110	111-130	131-160	161-200	201-250	251-400	401-900	901+
1	50/•	40/•	25/•	20/•	20/=	10/=	10/=	10/10*	=/10	=/10	=/20	•/25
2	40/•	25/•	20/•	20/=	10/=	10/=	10/10*	=/10	=/10	=/20	5/20*	•/40
3	25/•	20/•	20/=	10/=	10/=	10/10*	=/10	=/10	=/20	10/20*	5/25*	•/50
4	20/•	20/=	10/=	10/=	10/10*	=/10	=/10	=/20	10/20*	10/25*	10/40*	=/E
5	20/=	10/=	10/=	10/10*	=/10	=/10	=/20	15/20*	15/25*	10/40*	5/50*	=/E
6	10/=	10/=	10/10*	=/10	=/10	=/20	15/20*	15/25*	10/40*	5/50*	=/E	•/E

TABLE #4 (USE WHEN THE SUM OF THE BATTLE INTENSITY CHITS EXCEEDS THREE)

Die	Total Attacking Strength Points as a Percentage of Total Defending Strength Points											
	0-10	11-40	41-70	70-91	91-110	111-130	131-160	161-200	201-250	251-400	401-900	901+
1	E/•	E/=	50/5	40/15	40/25	25/20	20/15	15/15*	5/10*	10/15*	5/20*	•/40
2	E/•	50/=	40/10	25/20	25/20	20/15	15/15*	5/10*	10/15*	10/20*	5/25*	•/50
3	50/•	40/5	25/5	20/10	20/15	15/15*	5/10*	10/15*	10/20*	10/25*	5/40*	=/E
4	40/=	25/5	20/5	20/15	15/15*	5/10*	10/15*	10/20*	10/25*	10/40*	5/50*	•/E
5	25/=	20/=	15/10	15/15*	5/10*	10/15*	15/20*	10/25*	10/40*	5/40*	•/50	•/E
6	20/=	15/=	15/15*	10/5*	15/10*	15/20*	15/25*	15/40*	5/40*	5/50*	=/E	•/E

Key:

C: Contact. No loss to either side and neither side is required to retreat, although either player may opt to do so with the defender choosing first.

R: All units of the affected side must retreat one hex (see notes).

E: All units of the affected side are eliminated.

#: Affected side loses indicated percentage of total combat strength.

=: Affected side loses the same number of strength *points* as the opposing side lost.

•: No effect.

***:** Defender is required to retreat (see notes.)

See notes
on reverse

Notes on Combat Resolution

1. If the sum of both players' battle intensity chits is four or more, CRT no. 4 is used. If both players select a "zero" chit, the result is an automatic Contact. In the latter case, although no battle occurred, the players must execute the combat supply routine and expend supply if necessary and available.
2. The result before the slash applies to the attacker; the result after the slash applies to the defender.
3. Any "=" result is based on the opponent's loss *prior* to doubling or tripling for forts, etc.
4. Whenever the defender takes a loss marked by an asterisk (*) or receives an R result, he is required to retreat the surviving units one hex. Any other result does not require the defender to retreat, although he may opt to do so.
5. Whenever, as a result of an attack, a defending unit's hex is left completely vacant – whether as a result of elimination or retreat – the attacking units may advance into the hex. Defending units may never advance into a vacated attacker's hex.
6. The defender or attacker always has the option to retreat surviving units after an attack is resolved. The defender always exercises this option first.
7. If in a given battle the attacker has both participating and non-participating units in the same hex and he is required to retreat, he must retreat all his units from the hex. Elimination and percentage loss applies only to the participating units.

Retreat After Combat

The owning player moves his units directly to an adjacent hex of his choice, subject to these restrictions:

- The retreating units may not cross an impassible hexside
- They may not enter an enemy-occupied hex
- They may enter an enemy zone of control unless they are doing so after retreating across a river hexside.

Units unable to retreat are eliminated.

Advance After Combat

If the defending units vacate a hex either because of retreat or elimination, the attacking player may move one or more of the attacking units into the vacant hex.

[8.15] COMBAT ATTRITION TABLE

Size of Force	Indicated Percentage Lost						
	5%	10%	15%	20%	25%	40%	50%
1	0	1	1	1	1	1	1
2	1	1	1	1	1	1	1
3	1	1	1	1	1	1	2
4	1	1	1	1	1	2	2
5	1	1	1	1	2	2	3
6	1	1	1	2	2	3	3
7	1	1	2	2	2	3	4
8	1	1	2	2	2	4	4
9	1	1	2	2	3	4	5
10	1	1	2	2	3	4	5
11	1	2	2	3	3	5	6
12	1	2	2	3	3	5	6
13	1	2	2	3	3	5	7
14	1	2	2	3	4	6	7
15	1	2	2	3	4	6	8
16	1	2	2	4	4	7	8
17	1	2	3	4	4	7	9
18	1	2	3	4	4	8	9
19	1	2	3	4	5	8	10
20	1	2	3	4	5	8	10

Key: # = Number of combat strength points lost.

Notes: Total attrition for a force of more than 20 points is figured in 20 point increments. Losses must be distributed evenly among units participating in the combat. All losses are calculated on the basis of printed strength, regardless of halving for terrain, etc.

[12.24] COMBAT SUPPLY TABLE

Blank or 1 Die	Chit Picked			Total Friendly Combat Strength Points			
	2	3	4	1-10	11-30	31-100	101+
1	Die			-	-	-	-
2	1	Die		-	-	-	-
3	2	1	Die	-	-	-	1
4	3	2	1	-	-	1	1
5	4	3	2	-	1	1	1
6	5	4	3	1	1	1	1
	6	5	4	1	1	1	2
		6	5	1	1	2	2
			6	1	1	2	3

Procedure:

1. Determine the total combat strength of the friendly units involved in the attack and the battle intensity chit selected.
2. Roll die and cross-reference the die roll under the column of the chit picked and the strength total.

Key: # = Number of supply points that must be expended.

[30.4] ALTERNATIVE NAVAL TRANSIT COMBAT RESULTS TABLE

Fort vs:		Die	Fortress vs:	
Naval/River Transport Flotilla	Naval/River Flotilla, Ironclad		Naval/River Transport Flotilla	Naval/River Flotilla, Ironclad
M	M	1	M	M
M	M	2	M	M
M	M	3	M	M
M	M	4	M	M
M	M	5	W	M
D	M	6	D	W
D	D	7+	D	D

Key:

M = Naval unit may continue to move in the direction it was traveling and leave the hex or hex side controlled by the fort or fortress.

W = Naval unit must withdraw one hex or hexside in the direction from which it came and must cease movement for the turn.

D = Naval unit (and any passengers) are destroyed.

Die Roll Modifiers:

+1: The fort or fortress is on a bluff.

+1: The naval unit is traveling upstream.

[30.5] ALTERNATIVE NAVAL VS. FORT COMBAT RESULTS TABLE

Naval Units vs. Fort	Die	Naval Units vs. Fortress
A	0	A
A	1	A
W	2	W
M	3	W
M	4	M
S	5	M
X	6	S
X	7	X

Key:

A = Attacking naval unit is destroyed.

W = Attacking naval unit must withdraw one hex or hexside in the direction from which it came and must cease movement for the turn.

M = No damage to either naval unit or fort/fortress. Attacking naval unit may continue to move in the direction desired by the owning player.

S = Fort/ress guns are *suppressed* for the remainder of the turn. Additional naval units may freely move past the fort/ress without engaging in combat for the remainder of the turn.

X = Fort/ress guns are *damaged*. Naval units may freely move past it without having to engage it in combat, until *repaired*.

Die Roll Modifiers:

+1: The fort or fortress is on a bluff.

+1: A naval leader is stacked with the naval unit.

[33.2] CAVALRY PROBES

A successful cavalry probe requires the affected player to give the size of the probed force according to the Limited Intelligence Table. A cavalry probe is successful when the player rolls a four (4) or less, subject to the die roll modifiers listed below.

[33.21] Cavalry Probe Modifiers

- +1 if the probed force is entrenched or in a fort
- +1 if the probed force is in a rough, forest, swamp or city/town hex
- +1 if the probed force is being probed across a river hexside
- +1 if the probed force contains cavalry, but only one third or less the size of the probing force.
- +2 if the probed force contains cavalry, more than 1/3 the size of the probing force but not more than the size of the probing force.
- +3 if the probed force contains more cavalry than the probing force.
- +? the probe rating of one cavalry leader in the probed force provided it contains cavalry.
- ? the probe rating of one cavalry leader in the probing force.
- 1 if the probed force is not commanded, or is commanded by a leader whose initiative rating is less than three.
- 1 if the probed force is entirely militia and/or garrison units.

[33.21] Cavalry Leader Probe Ratings

Leader	Side	Probe Rating
Stuart	Confederate	3
Wheeler	Confederate	2
Forrest	Confederate	2
Hampton	Confederate	2
Van Dorn	Confederate	2
Sheridan	Union	2
Wilson	Union	2
Stoneman	Union	1
Pleasanton	Union	0

[33.11] Limited Intelligence Table

Force Size (Strength Points)	Force Size Estimate
0-5	5,000
6-15	10,000
16-35	25,000
36-55	45,000
56-85	70,000
86-115	100,000
116-150	135,000
151+	190,000

[21.34] CONFEDERATE SUPPLY CITIES and SEAPORTS

<i>Arkansas Post</i>	AK	B2108		Lexington	KY	A5315		Greensboro	NC	C1524
<i>Helena</i>	AK	B2405		Louisville	KY	A4714		Morehead City	NC	C3029
<i>Little Rock</i>	AK	B1705		Paducah	KY	A3419		New Bern	NC	C2828
Columbus	AL	B3511		<i>Alexandria</i>	LA	B1421		Raleigh	NC	C2024
Decatur	AL	B4106		<i>Baton Rouge</i>	LA	B2126		Salisbury	NC	C1226
Florence	AL	C3804		<i>Bayou Sara</i>	LA	B2024		Wilmington	NC	C2533
Greenville	AL	B4320		Brashear	LA	B2030		Columbia	SC	C1034
Huntsville	AL	B4305		Monroe	LA	B1716		Greenville	SC	C0430
Mobile	AL	B3625		<i>New Orleans*</i>	LA	B2628		Bristol	TN	C0323
Montgomery	AL	B4517		<i>Port Hudson</i>	LA	B2125		Chattanooga	TN	B5104
Selma	AL	B4117		<i>Proctersville</i>	LA	B2829		Cleveland	TN	B5203
Talladega	AL	B4611		<i>Shreveport</i>	LA	B0815		Grand Junction	TN	B3203
Chattahoochee	FL	B5226		<i>Biloxi</i>	MS	B3227		Humboldt	TN	A3326
Jacksonville	FL	C0754		Brookhaven	MS	B2521		Knoxville	TN	A5624
Pensacola	FL	B4026		Corinth	MS	B3404		Pulaski	TN	B4202
Tallahassee	FL	B5427		Grenada	MS	B2809		Union City	TN	A3222
Albany	GA	B5521		Holly Springs	MS	B3004		Beaumont	TX	B0627
Augusta	GA	C0638		Jackson	MS	B2617		Galveston	TX	B0132
Brunswick	GA	C0849		Jackson	MS	B3301		Sabine City	TX	B0729
Columbus	GA	B5117		Madison	MS	B2403		Alexandria	VA	C2609
Dalton	GA	B5205		Marion	MS	B2703		Charlottesville	VA	C2013
Decatur	GA	B5510		Meridian	MS	B3317		Culpepper	VA	C2211
Ft. Gaines	GA	B5121		<i>Natchez</i>	MS	B2020		Danville	VA	C1621
Kingston	GA	B5107		Panola	MS	B2807		Fredericksburg	VA	C2412
Macon	GA	B5715		Tupelo	MS	B3308		Gordonsville	VA	C2113
Milledgeville	GA	B5914		Vicksburg	MS	B2317		Leesburg	VA	C2407
Newnan	GA	B5212		Winchester	MS	B3420		Lynchburg	VA	C1717
Rome	GA	B5007		<i>Yazoo City</i>	MS	B2514		Norfolk	VA	C3119
Savannah	GA	C1044		Charleston	NC	C1640		Petersburg	VA	C2518
Bowling Green	KY	A4420		Charlotte	NC	C1028		Staunton	VA	C1813
Columbus	KY	A3221		Cheraw	NC	C1531				
Frankfort	KY	A5114		Goldsboro	NC	C2426				

Each city (“town” on the TEC) on this list except those *italicized* is considered functioning supply city for the purposes of (21.32) provided there is an uncut rail route from the city to a Confederate major city (city on the TEC) (inclusive) that is free of Union units.

Key:

Bold cities are seaports for the purposes of (21.33). All but New Orleans are also supply cities.

Italicized cities are considered cities for the purposes of (21.32) so long as the Confederate player has a river transport on the same river system as the city and there is another city (not italicized) on the same river system that is a functioning supply city.

* New Orleans is a seaport, but is a major city (21.31) rather than a plain supply city.

Totals:

Initially there are 93 supply cities with 13 *italicized*. There are 13 **seaports**, 12 of which are also supply cities.

Suggestion:

Use the blank columns to mark the status of the supply cities using a notation similar to this:

- “ ” (blank) when Confederate controlled and connected to a Confederate major city
- “-” when Confederate controlled but not connection to a Confederate major city
- “U” when Union controlled and connected to the northern edge of the map (21.2)
- “⊥” when Union controlled and not connected to the northern edge of the map

[27.0 CONFEDERATE LEADER PROMOTION MATRIX]

	Leader	Appears?	Initial Rank	Promotion Dates	
				To Three Star...	To Four Star...
	J. Johnston	Start	****	-	-
	Beauregard	Start	****	-	-
	Magruder	Start	**		
	Polk	Start	***	-	
	Price	Start	***	-	
	A. S. Johnston	8/61	****	-	-
	Bragg	9/61	***	-	
	Huger	9/61	**		
	Stuart	9/61	(**)	7/62 (82E: 16/17)	
	Longstreet	10/61	***	-	-
	Buckner	10/61	**	5/63	-
	Van Dorn ++	10/61	**	-	3/62
	Smith	10/61	**	3/62	10/62
	Hardee	10/61	**	4/62 (82W: 4/5)	-
	Jackson	11/61	***	-	
CONFEDERATE	Floyd	1/62	**		
	Ewell	2/62	**	6/63	
	Buchanan	2/62	Naval		
	Cheatham	3/62	**	10/64	
	D.H. Hill	3/62	**	7/63 (83E: 4/5)	
	Pemberton	3/62	**	10/62	
	Breckenridge	4/62	**		
	Hindman	4/62	**		
	A. P. Hill	5/62	**	6/63	
	Holmes	6/62	**		
	R. E. Lee	6/62	****	-	-
	Hood	6/62	**	9/63	6/64 (64W:8/9)
	Forrest	7/62	(**)	6/63	
	Taylor	7/62	**	4/64	
	Early	9/62	**	5/64	
	Wheeler	10/62	(**)	12/62	
	Cleburne	12/62	**		
	Gardner	12/62	**		
	Walker	5/63	**	9/63	
	Stewart	9/63	**	6/64	
	Gordon	5/64	**	12/64	
	Hampton	5/64	(***)	-	
	S. D. Lee	6/64	***	-	

++ May be demoted to a three-star cavalry leader any time after 10/62. May not be re-promoted.

[27.0 UNION LEADER PROMOTION MATRIX]

	Leader	Appears?	Initial Rank	To Three Star...	Promotion Dates To Four Star...	To Five Star...
UNION	Butler	Start	****	-	-	
	Lyon	Start	**			
	McClellan	Start	*****	-	-	-
	McDowell	Start	***			
	Heintzelman	7/61	**			
	Banks	8/61	**	3/62	12/62	
	Halleck	8/61	*****	-	-	-
	Stoneman	8/61	(**)	11/62		
	Hooker	10/61	**	9/62 (7/63 from *****)	1/63	
	Pope	10/61	**	2/62	6/62	
	Buell	11/61	****	-	-	
	Burnside	12/61	***	-		
	Thomas	12/61	**	11/62	9/64	
	Farragut	13/61	Naval			
	Curtis	1/62	***	-		
	Grant	2/62	****	-	-	3/64
	McClernand	2/62	**	12/62		
	Sedgewick	2/62	**	12/62		
	Keyes	3/62	***	-		
	Sherman	3/62	**	12/62	10/63	
	Sumner	3/62	***	-		
	Sykes	3/62	**	6/63		
	Smith	3/62	**	11/62		
	Couch	4/62	**	11/62		
	Crittenden	4/62	**	7/62		
	McCook	4/62	**	7/62		
	Porter	4/62	***	-		
	Franklin	5/62	***	-		
	Ord	5/62	**	6/63		
	Rosecrans	5/62	****	-	-	
	Pleasanton	7/62	(***)	-		
	Slocum	7/62	**	10/62		
	Hancock	9/62	**	5/63		
	Meade	9/62	**	12/62	7/63	
	Reynolds	9/62	***	-		
	Sheridan	9/62	**	4/64 (Cavalry)		
	Sickles	9/62	**	2/63		
	Howard	11/62	**	1/63		
	McPherson	12/62	***	-		
	Steele	12/62	**	8/63		
Wright	3/63	**	5/64			
Granger	6/63	***	-			
Dahlgren	7/63	Naval				
Warren	8/63	***	-			
Schofield	2/64	***	-			
Wilson	5/64	(**)	12/64			