

# RSS 7-03 Union Reinforcements

<i>Area</i>	<i>Time</i>	<i>Units</i>	<i>orders</i>
<b>April 6th</b>			
E	7:45 a.m.	23 Mo	1
E	8:00 a.m.	I 1 Ill Bty	2
E	8:45 a.m.	15 Iowa a & b	1
E	9:00 a.m.	Grant, A Tenn HQ	3
E	2:45 p.m.	Buell, A Ohio HQ	4
F	2:45 p.m.	Gunboat Tyler	
D	4:45 p.m.	Nelson, 10/4/O	5*
D	5:15 p.m.	22/4/O	5*
F	5:15 p.m.	Gunboat Lexington	
G	5:45 p.m.	L. Wallace, 3/T HQ, 9 Indiana Bty, I 1 Mo Bty, 1/3/T	6
G	6:15 p.m.	2/3/T	6
G	6:45 p.m.	3/3/T	6
D	8:00 p.m.	19/4/O	5*
E	9:00 p.m.	Crittenden, 5/O HQ, 11/5/O G 1 Ohio Bty, H&M 4 US Bty	6*
E	10:00 p.m.	14 Wisc a & b/A Tenn	7
E	10:00 p.m.	14/5/O	6*
<b>7 April</b>			
E	5:00 a.m.	McCook, 2/O HQ, H 5 US Bty, 4/2/O	6*
E	6:00 a.m.	5/2/O	6*
E	11:00 a.m.	6/2/O	6*
E	2:00 p.m.	Wood, 6/O HQ, 20/6/O	6*
E	3:45 p.m.	21/6/O	6*

## Orders Explanations:

1. These units must move immediately to the 6/T HQ. They can then be assigned to any brigade in 6th Division.
2. This battery may move to within 5 hexes of A55.14, where it halts and defends in place.
3. The Army of Tennessee HQ must move immediately to a hex of the Union player's choosing, where it halts. Further HQ movement requires a normal order.
4. The Army of Ohio HQ must move immediately to a hex of the Union player's choosing, where it halts. Further HQ movement requires a normal order.
5. 4/O Division has orders to defend the landing, within 8 hexes of A55.14
6. Move to appropriate Army HQ and await further orders.
7. 14 Wisconsin a & b are ordered to move to the Army HQ, where they can be re-assigned to any division of the Army of Tennessee.

\*Note that all entry times for the Army of Ohio are the historical entry times, and are ignored when using the variable entry rules for Buell.

# RSS 7-03 Confederate Reinforcements

<i>Area</i>	<i>Time</i>	<i>Units</i>	<i>orders</i>
<b>April 6th</b>			
A	6:00 a.m.	M Division	*
A	7:00 a.m.	Polk, 1 Corps HQ and Supply, 1/1 Corps, Brewer's & Misc. Cav	1
A	7:30 a.m.	Cheatham, J/2/1 Corps, 1 Miss Cav	1
A	7:45 a.m.	S/2/1( less Maney, 1 Tenn Bn)	2
A	8:00 a.m.	Breckinridge, Res Corps HQ, T/Res	3
A	8:15 a.m.	B/Res, McClung Bty/A Miss	4
A	8:30 a.m.	S/Res (less 19 Tenn)	4
A	9:00 a.m.	F Corps	*
C	1:00 p.m.	Adams Miss Cav	5
A	1:00 p.m.	Army of the West	*
H	1:30 p.m.	Wharton a & b Cav	6
B	2:00 p.m.	1 Tenn a & b Cav, 19 Tenn/S/Res Maney, 1 Tenn Bn/S/2/1	7
<b>7 April</b>			
A	6:00 a.m.	47 Tenn a & b	8

## Orders Explanations:

\* M Division, F Corps, and Army of the West are all optional troops. Times listed are when the Confederate Player begins rolling for entry. See Rules 3.6c, 3.6d, and 3.6e for full details on arrival times and costs. All units have orders to move to the Army HQ and await further orders.

- 1 Corps has orders to advance up the Corinth Road to capture Woolf and Duncan Fields. All infantry enters in line formation.
- S/2/1 enters in line formation, move to vicinity B17.14 and await further orders.
- Res Corps has orders to capture Ben Howell, Crescent, and Jones Fields.
- These brigades of Res Corps have brigade goals to move to B12.08 halt, and await further orders. They are not subject to the Res Corps order, above; they have no orders until they are assigned new ones. McClung is attached to Res Corps, and may trace command to any brigade commander in Res Corps.
- Adams Cav is ordered to move to B55.18 and await further orders.
- Wharton's Cav is ordered to move to A6.01 and await further orders
- 19 Tenn/S/2/1 is ordered to join it's brigade. 1 Tenn Cav is ordered to march down the Bark Road, up the Hamburg Rd to B49.22 and await further orders. Maney and 1 Tenn Bn are ordered to rejoin S/2/1.
- 47 Tenn is ordered to move to the Army HQ and await further orders. Once there, it may be re-assigned to any brigade.