

# Line of Battle Series:

## *None but Heroes*

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## Introduction

**None but Heroes** is a *Line of Battle Series* game covering the Battle of Antietam (Sharpsburg) on 17 September 1862 with an option to play on until the rains begin on the 18<sup>th</sup>.

I hope this effort does justice to the memory of the many thousands of souls, on both sides, that suffered and died in this vicious act of heroic patriotism.

## 1.0 General Special Rules

### 1.1 Terrain and Map Notes

**1.1a The Sunken Roads.** There are two of these: "The Sunken Road" (the one everyone thinks of as such) and the Otto Lane. Sunken Roads act as a protective trench only for fires entering across the hexsides (including their corners) marked with the fence, but provide no protection for fires coming through other hexsides. The fence itself has no additional effect.

*Confederate infantry occupying the road moved the rails from the south side of the road to reinforce the north side of the road after they occupied the position. I have pre-loaded them on the north side to mark the functional direction of the defensive position. The lay of the land precludes the usefulness of the Sunken Road when defending against the enemy coming from the south.*

*The Otto Lane was sunken in places at the time of the battle, but is of lesser usefulness than THE Sunken Road in the center of the line.*

*The main Sunken Road in 1877.*



### 1.1b Fords & Ford Crossing Points.

With the exception of bridges, these are the **only** places where Antietam Creek can be crossed. Crossing is allowed only where the Ford Crossing Point symbol is marked on the River Hexside symbol.

*Some critics (usually of Burnside) believe the Antietam could be forded at most any point though the Army of the Potomac engineers who examined the creek concluded that few usable fords existed for large bodies of organized troops to cross. I have gone with the opinion of the experts on the scene though you may optionally choose to find out what the battle would have been like had the critics been correct. If you do so, treat the entire Antietam Creek as "Creek" terrain instead of River.*

### 1.1c The C&O Canal and Towpath.

The canal (only shown in the north-west corner of the map) is crossable at all points (given the location of the River hexsides of the Potomac). The towpath is just another track.

**1.1d Bridges & Roads.** Only three bridges cross the Antietam on the map (the Upper, Middle and Lower Bridges). These are shown literally. There are no bridges on the Potomac or for the Chesapeake & Ohio Canal.

**1.1e Rock Outcrops.** These are nothing more than exposed bits of the limestone bedrock. They have no effect on play.

**1.1f Rock Ledges.** These act as Stone Walls except that they only have **one** direction. The protected side is the side of the symbol (for experienced players, this is the side that looks like the “down slope” side). See the example on the Terrain Key on Map B for an illustration of the directional properties of Rock Ledges.

**1.1g The Quarry Pits.** These pits in the hillsides overlooking the Lower Bridge (frequently misidentified as “rifle pits”) are the remains of the quarries where the limestone used to make the bridge was mined. They exist in the hills on both sides of the Antietam. They function as all-around trenches for any unit occupying their hexes.

**Design Note:** Many thanks to Tom Shay's reporting on his terrain walks of the field which brought to light the newly discovered quarry pits on the eastern bank of the creek.

**1.1h The Cornfield.** Miller's Cornfield (and all the others) apply LoB rule 1.7f and have no effect on play. Additionally, it is important to note that on the morning of the 17<sup>th</sup>, Miller's Cornfield is considered to be part of the Confederate defensive lines south of it (meaning Ewell and Jackson's Divisions can counterattack into it without additional orders while following LoB rule 10.7b).

*There is no LOS blockage as the result of cornfield(s). The famous “gleam of bayonets” quote from Hooker involved the Confederate skirmishers in Miller's Cornfield before the battle began. Once the fighting entered the field, the corn became a non-factor almost instantly. Furthermore, 19<sup>th</sup> century farming practices were very different from the modern ones. Corn was planted in clumps, checkerboard fashion with walkways in both directions. Not to mention the corn was not the genetically “enhanced” Franken-corn available today. Much of the actual LOS effects of Miller's Cornfield come not from the corn, but from the lay of the ground. The latter is carefully recorded here in the Crests appearing in that area.*

*For an in-depth look at the cornfield obstacle myth, see Antietam Revealed by Dennis Frye, pg. 75, note 716.*

**1.1i Breastworks.** Neither side can use LoB rule 9.6 Breastworks. No Breastworks markers are provided in this game as a result.

*The Confederates did not build any (besides modestly improving the Sunken Road by moving fence rails) because Lee wanted to keep the freedom of offensive action. The Union did not build any because they were on the attack.*

## 1.2 Victory

*There were a number of reasons, both strategic and tactical, for the Confederates to invade Maryland and the victory conditions reflect them. Strategically, a major victory, in light of constant Confederate successes in the east in 1862, might convince a European power to recognize Southern independence. Also, continued Confederate victories might encourage Northern voters to install peace Democrats in the upcoming November congressional elections.*

*Tactically, an invasion of Maryland took the war out of Virginia and placed the burden of supporting the armies on a Northern state. If the Confederates could sever the rail lines at Harpers Ferry and Harrisburg, the eastern states would—at least temporarily—be cut off from the west. The Rebels also hoped that Marylanders would flock to the Confederate flag. Finally, by taking the war to the North, Confederate leaders hoped to raise Southern morale, war weariness was taking its toll in spite of a summer of victories.*

*There were risks involved by invading Maryland. As the campaign began, Lee was aware that an aura of invincibility had developed over the Army of Northern Virginia and that the belief of the invincibility of Lee's army would be further enhanced with a successful battle against the Army of the Potomac. However, a defeat that left the appearance of the Rebel army ‘escaping’ to Virginia would damage that psychological advantage.*

*The Federals operated with the knowledge that with the defeat of the Army of the Potomac, the Confederates will be free to continue their invasion further north or even to Washington. Finally, Abraham Lincoln is waiting for an opportunity to issue the Emancipation Proclamation and change the face of the war forever. A victory by the Army of the Potomac would give him that opportunity.*

*The victory conditions reflect the high stakes of the Confederate invasion. Simply put, the Confederates “win” if they can continue the Maryland Campaign and “lose” if they are forced to not only give up the campaign, but do so as the result of defeat in battle (i.e. **not** under their own terms). The Union “wins” if it succeeds in forcing the Confederates to abandon the Maryland Campaign and “loses” if it fails to do so. So, “winning” for the Federals is a combination of forcing an end to the Rebel campaign **and** retaining the safe keeping of the Army of the Potomac. McClellan cannot afford to allow the ruination of his army.*

**1.2a Strategic Victory.** The Union “wins” if the Confederates declare a withdrawal to the south *before* the game ends **and** at least one Union Corps is “uncommitted” (see 1.2e).

The Confederates “win” if they:

A) Remain on the field until the game ends;

OR

B) Can withdraw to the north (via the Hagerstown Pike, only) before the game ends;

AND (with either of the above):

C) The Union has **no** uncommitted corps at the end of the game.

The **only** two combinations of the above that win for the Confederates are A and C or B and C.

Requirement C **must** exist for the Confederates to get a Strategic Win.

If the Confederates attempt to withdraw to the north, they must physically do so with all remaining units before the game ends; “withdrawals to the south” can simply be declared.

Any other result is a Strategic Draw, which is further resolved on the tactical level.

*Historically, the battle was a strategic draw: Lee remained on the field until after the rains on 18 September, but McClellan retained one uncommitted corps.*

**1.2b Tactical Victory.** There are three tactical victory locations on the map: 1) the hill just east of the Dunkard Church, 2) Cemetery Hill, and 3) the Sunken Road. The player who controls (occupies exclusively or was the last to move through) **all** three of these locations is the tactical winner. Any other result is a draw. Note that if the issue is in doubt at all (a player controls all but one hex of a hill, etc.), the hill can be claimed by neither player. If you are on the verge of taking a feature, take all of it—and then some—if you want to win!

*Historically, the Union controlled the Dunkard Church hill and the Sunken Road, but not Cemetery Hill, so it was a draw.*

**1.2c Sudden Death Victory.** Should R.E. Lee become killed or captured (1.2d), the Confederates automatically lose a strategic victory, regardless of the situation. This does not occur if Lee is wounded.

The same applies if McClellan is killed, but there is no “McClellan capture” provision such as there is with Lee.

**1.2d Capturing Lee.** Every so often you’ll run into a player who watches the Army of Northern Virginia being destroyed, but still refuses to announce a withdrawal to Virginia in an attempt to thwart victory conditions. If the Union player has taken all three tactical victory locations **and** Entry Areas H and J, Lee has been *captured* and the Sudden Death conditions are fulfilled.

**1.2e Uncommitted Union Corps.** An “uncommitted” Union Corps is one that was **never** issued an Attack order. Lack of acceptance (or even a Distortion result) does not change the fact that the order was *issued* as an Attack order.

*Historically, only the Union 5<sup>th</sup> Corps was uncommitted. The 6<sup>th</sup> Corps was ordered to attack, but that order was retracted by McClellan and Sumner (but not before one of its divisions became engaged). Note that being uncommitted has nothing to do with casualties, but only with the **orders** the corps has been given.*

## 1.3 The 18th of September: The Day After

Aside from the smaller scenarios, all set ups optionally allow play to continue into the 18<sup>th</sup>. Players must decide on ending the game on the 17<sup>th</sup> (using the scenario end turn) **or** to continue on through the next day *before* beginning play (in other words, **before** a player finds he desperately needs a few more turns to win).

If the latter is chosen, the game will end according to the following rules:

**1.3a Start of the Rains.** Roll one die at the start of each turn beginning at 2:30 p.m. on the 18<sup>th</sup>. If the roll is a 1, the rain begins and the game ends. Determine the victor. The cannons are quiet; the skies are not.

On any other roll, the game continues (for this turn at least). Roll again at the beginning of the next turn.

**1.3b If No Rain Comes.** It is possible that the rain may never start. In that case, the game ends at sunset (last daytime turn) on the 18<sup>th</sup>.

## 1.4 Seniority

**1.4a Army Commanders.** Should McClellan or Lee be killed, neither officer is replaced. If this happens, see 1.2c and 1.2d. If either is wounded, replace him with the senior leader available.

**1.4b Other Leaders.** Other leaders are replaced by the senior commander of the same Command.

**Exception: Winfield Hancock** can be used to take over a division in any corps.

Seniority listed at the end of the booklet is by Command with the dates of rank in case they are needed. Seniority only applies at the Brigadier General level and above, if you are choosing between Colonels or below, feel free to pick the best one. The list does not include artillery leaders as they are *not allowed* to take over infantry Commands.

**Historical Notes:** Both Mansfield and Richardson are frequently listed as Major Generals but were only Brigadiers at Antietam. Both were posthumously promoted with dates of rank backdated to July 1862. This has been the source of some confusion. They are both shown here with their actual rank on the day of the battle.

*Hoffman vs. Hofmann. You’ll see it both ways, officially and unofficially. In the case here, I went with the spelling used by his own hand in signing his application to join the GAR (Hoffman). Apparently, even his tombstone has it as Hofmann.*

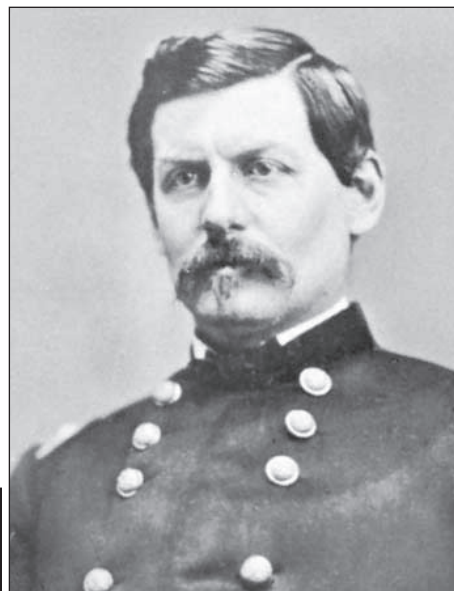
*J.R. Jones is serving as a Brigadier General here, but was never actually confirmed to that rank by the Confederate Congress.*

## 2.0 Union Special Rules

### 2.1 McClellan & Army Command

*While typically faulted over the years for failing to **commit** the Army of the Potomac fully to the battle, McClellan’s real failing was in the lack of direction and coordination given to the army **during** the battle. All but the 5<sup>th</sup> Corps and the rest of the Cavalry were actually committed to the battle (6<sup>th</sup> Corps being a special case) and his responsibility to **not** “lose the war in an afternoon” precluded expending his last reserves.*

*Where George B. McClellan failed terribly was in **not** giving his subordinates a clear idea of what he wanted them to accomplish (even in his report written months later he still couldn’t pull it off) and he provided no effective coordination of their efforts. The Army of the Potomac made piecemeal attacks at all levels.*



George B. McClellan.



**2.1a Limits on Order Issue.** McClellan **cannot** issue orders to divisions

**Exception:** He can issue *one* order to the Cavalry Division per day.

McClellan cannot issue **any** orders *until* 7:15 a.m. on the 17<sup>th</sup> (he is still asleep). This restriction does not affect pregame orders (2.1d).

McClellan **can** issue only **three** Attack orders on the *second day* (the 18<sup>th</sup>) of the battle. There are no restrictions on what these orders are or do, except that, as always, only **one** Command can be addressed in each.

**2.1b Army Reserves.** In addition to the need to retain one uncommitted corps to fulfill the victory conditions, McClellan **must** retain a minimum of **6 infantry** divisions east of the Antietam until 10:00 a.m. on the 17<sup>th</sup>. Any combination of corps or parts of corps can be used to fulfill this condition, given the restrictions below. 10:00 a.m. **cannot** be used as the “condition” for a Conditional order (*LoB* 10.7d).

If a corps is ordered forward before 10:00 a.m., but must leave one or more divisions behind to satisfy the above, those divisions can start following the corps order at 10:00 a.m. or when replaced by reinforcements—they do not need additional orders to do so.

9<sup>th</sup> Corps can be ordered to attack *before* 10:00 a.m. provided none of its divisions actually cross the Antietam before that time.

*Historically, Burnside was issued orders to attack at 9:10 a.m.. Obviously, he wasn't across the creek before 10.*

No more than one corps can ever be in this “some attacking, others in waiting” status at one time. *For example, it is not permitted to issue orders to 2<sup>nd</sup> and 9<sup>th</sup> Corps to attack, with each Corps starting with one division and leaving the rest waiting for 10:00.*

*Historically, 9<sup>th</sup> and 2<sup>nd</sup> Corps fulfilled 2.1b until Sumner begged his way into orders at 7:20 a.m. Sumner left Richardson's division in place (which would then be added to the 5<sup>th</sup> Corps division available to still fulfill the requirement) until Morell arrived at 9:30 a.m. At that point, Richardson could leave to rejoin 2<sup>nd</sup> Corps.*

**2.1c Union Leader Initiative.** To roll for Initiative, a leader **must** belong to a corps that *has* a currently Accepted Attack order. See also 2.4.

**2.1d Pre-Game Order.** One corps can be given orders before the game begins. This order **is** already Accepted on the first turn (this is an exception to *LoB* rule 10.7d).

If this corps happens to be Hooker's 1<sup>st</sup> Corps, then the player gets the ‘two-for-one’ deal, see 2.2a.

## 2.2 Corps Command Issues

**2.2a Hooker: Hair on Fire.** Joe Hooker launched into the Confederate left flank unsupported even though he specifically requested 12<sup>th</sup> Corps to be on-hand to assist him the night before (he feared that the Confederates would “eat him up”). Should the player select 1<sup>st</sup> Corps for his pre-game order (2.1d), once 12<sup>th</sup> Corps is all or in part on the map, Hooker can request 12<sup>th</sup> Corps to attack in his support (this is accepted instantly).

### 2.2b Burnside: McClellan's Old Friend.

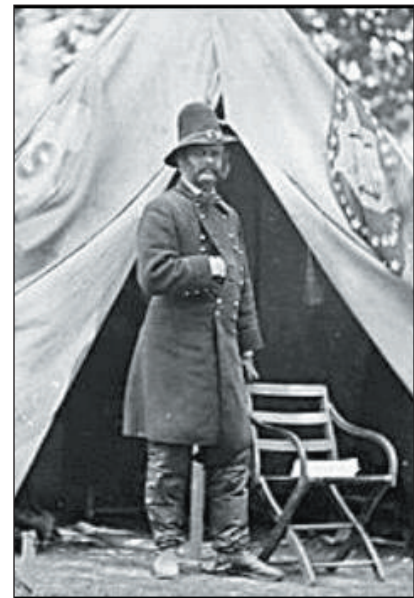
Orders for 9<sup>th</sup> Corps must be issued to Burnside. Follow the normal procedures, including any delay.

The turn **after** Burnside accepts the order, Cox is assumed to get the same order and starts trying to accept it himself (using his own and McClellan's ratings). Other than the hand-off to Cox, nothing happens with 9<sup>th</sup> Corps when Burnside accepts the order. Once Cox accepts the order, the order directs 9<sup>th</sup> Corps normally. If Burnside gets a Distortion result, nothing happens except the order is thrown away.

*While Burnside has been thrown under the bus for his conduct of his part of the battle (by McClellan, of all people, who had his own bacon to save), Burnside did his job within reason, if not particularly energetically. What did happen to 9<sup>th</sup> Corps is a hold-over of the command confusion generated by McClellan's revocation of the wing structure used in the days before the battle. To show this, Burnside acts as an extra—pointless—level of command between McClellan and Cox (who is actually in command of the corps).*



Joseph Fighting Joe Hooker



Ambrose E. Burnside

**2.2c The Bridge.** 9<sup>th</sup> Corps cannot cross the Antietam Creek **north** of the Lower Bridge.

*In testing it was found to be way too appealing (and easy) to shift 9<sup>th</sup> Corps north to cross at the Middle Bridge and clear the Lower Bridge from the north (or attack elsewhere). The historical limitations are reflected in the above. This rule can be optionally ignored if both players agree.*

Since this is one of the rare times when a player may have to force a bridge into an EZOC, here is a quick outline of the way the series rules will address it (the ramifications of LoB rules 3.0a and 3.1a).

A single regiment in column must:

- 1) Make a successful Closing Roll.
- 2) Stop just past the bridge in the EZOC.
- 3) Remain in column until the next turn (suffering enemy fires with the Rear Fire shifts).
- 4) Not stack.

If the regiment is still there in the next friendly player turn, it can flip to Line and allow another regiment to follow the above. This process will continue until there is no longer an EZOC in the hex just past the bridge.



*The Bridge from the Confederate defensive position.*

**2.2d 2<sup>nd</sup> Corps slips the Reins.** If 2<sup>nd</sup> Corps gets a Distortion result in its first Attack order of the game, apply the following:

- 1) The enemy can issue the corps an Attack order.
- 2) It can designate **one** of the 2<sup>nd</sup> Corps divisions to attack specifically in a way or location that makes no sense given the actual situation. This division **cannot** use Initiative to get out of this order.
- 3) The other divisions (not designated in #2) must follow that division across the creek and then attack in a way and location that **does** make sense to the Union player (his choice at the moment the order is Distorted). If a 2<sup>nd</sup> Corps division is not yet released from Army Reserve (2.1b), it follows the above when it is released.
- 4) #2 ceases to exist the Union player turn after either a Confederate unit Charges a stack of that division OR the first divisional unit is wrecked.

*Historically, 2 Corps got a Distorted result and issued the following as its order:*

*1/2 is to attack due west from Pry's Ford to the West Woods in order to capture the West Woods. It must do so with its regiments in line by brigade, one brigade per hex row so the division is no more than three hexes deep. All units must face due west.*

*2/2 is to await the arrival of 1/5 and once relieved in place, cross Pry Ford, attack to the left of 3/2's location at that time, and assist in the capture of the Sunken Road.*

*3/2 is to cross after 1/2 and attack the western half of the Sunken Road.*

## 2.3 The Artillery Reserve

*Normally lumped in with 5<sup>th</sup> Corps, the Artillery Reserve was actually accountable to Army Headquarters. Henry Hunt—of earlier **and** later fame with the Army of the Potomac's artillery—is currently the "Chief of Artillery" with no real operational authority. Colonel Hays is the field commander at Sharpsburg.*

**2.3a Location.** The Artillery Reserve hR and hH batteries **must** stay **east** of the Antietam Creek. The smaller Artillery Reserve gun units can be posted (by Hays or any Union divisional/corps commander) anywhere on the map.

**2.3b Ammunition: The Big Guns (20-lb Parrotts, hRs).** They can only replenish from the specific hR ammunition available via Entry Area F (2.7b). Track these Ammo Points separately from the normal ammunition and they cannot be used by any other battery types.

*Historically, they used up their ammunition during the battle and an emergency trainload of 2,500 rounds was shipped to McClellan (via Harrisburg and Hagerstown) which did not arrive until the night of the 18<sup>th</sup>.*

**2.3c Colonel Hays.** Col. Hays is the commander of the army's Artillery Reserve. He is the Union's only Artillery Leader. He can use his Artillery Leader abilities on any Union battery (**Exception:** 2.8c).

## 2.4 The Cavalry Division

*Pleasanton's Cavalry Division was held in reserve until late morning when it crossed the Middle Bridge in order to provide protection for its Horse Batteries which had already been committed. Taken from its normal screening and reconnaissance role, nobody quite knew what to do with them. McClellan even toyed with the idea of a mounted cavalry charge. You are free to experiment.*

*For all his organizational and training skills, McClellan seemed to be at a loss as to how to develop an effective cavalry arm. It wasn't until the reforms of Joe Hooker (of all people) that it began to resemble the powerful mounted arm of late 1863—which itself was a mere shadow of the force it became in 1864 and 1865.*

McClellan can only give Pleasonton one order per historical day. The cavalry doesn't count for (or against) the required uncommitted corps for victory (1.2e). Pleasonton **cannot** use Initiative.

**Design Note:** The cavalry units themselves come in a number of different flavors. There are some that cannot fight dismounted, others than can dismount but only into a Line formation and still others that can dismount into full Open Order status. This shows the various levels of training and weaponry available. Also, some cavalry regiments are split in parts based on the numbers of carbines available.

Many thanks to Curtis Baer, Larry Freiheit, and Eric Wittenberg for information regarding the arms of various cavalry units at the company level and their training used to show the development of the cavalry arm at this stage of the war.

## 2.5 Command Creation

The Union player can create new Commands.

## 2.6 Green Regiments

One of the little considered, yet quite important, features of the battle was the percentage of the Army of the Potomac consisting of raw-recruit units. These regiments (between one (!) and four weeks old) were brought into the army to rebuild it after the disasters of the summer. Many knew little about military life, drill, and most had never fired their weapons (some were never even trained to load them). These large and clumsy units need special rules.

While it may seem odd, not all Green Regiments suffer from terrible morale. These men, while untrained, were also proud and determined to do their best. In fact, one of the "two week old" green regiments is the 20<sup>th</sup> Maine of Gettysburg fame.

**2.6a Identification.** Green Regiments have a Green Box indicator on their counter.

**2.6b Restrictions.** There are several special requirements for Green Regiments:

- 1) If split into multiple counters, each counter **must** end each friendly Activity Phase *adjacent* to at least one other counter of the same regiment (an exception to LoB 1.3b). If this is not possible, **all** parts are automatically DG (if already DG or Routed, they stay the way they are). They cannot Rally better than DG until they are back together again (if that is the case, they Rally normally).
- 2) They have a **Line** Movement Allowance of 4, not 6. They have a normal MA in Column.
- 3) It costs **all** of their MA to change formation.
- 4) Green Regiments can *freely* close with enemy units (no Closing Roll).
- 5) They **cannot** initiate a Charge *unless* Blood Lusted. If they do manage to pull that off and win, then they forego all remaining MA after entering the defender's hex and automatically trade their BL for a DG marker.
- 6) They can never move and fire in the same phase (other than the rare possibility of a Charge in #5).
- 7) Green Regiments **never** provide an Opening Volley.
- 8) Green Regiments **cannot** recover losses.
- 9) When stacked with "non-Green" combat units, a Green unit must be on top.

## 2.7 Supply

*The main ordnance trains are just off-map at Keedysville. This led to supply difficulties in the reasonably well-supplied Army of the Potomac. Additionally, the 1<sup>st</sup> and 12<sup>th</sup> Corps pre-positioned their ordnance trains just north of the map at the George Line farm.*

**2.7a** The only available ammunition is located off the map via Entry Areas C, D and F. These locations can be used by **any** Union battery. There is no other replenishment capability.

**2.7b The Main Trains.** To replenish "by Battery" here, a battery must exit the map via **Entry Area F**, get refilled and it returns **two turns later** as a reinforcement via **Entry Area F**.

**2.7c The Forward Trains.** To replenish "by Battery" here, a battery must exit the map via **Entry Area C or D**, get replenished and it returns **two turns later** as a reinforcement via **Entry Area C or D**.

**2.7d "By Caisson" Replenishment.** Both of the locations above can be used for "by Caisson" replenishment.

The **Main Trains** allow "by Caisson" replenishment for any Union battery east of the Antietam (at any range in MPs, the other requirements of LoB 8.4 stand) if a path to Entry Area F exists. There is no "by Caisson" replenishment available to any battery **west** of the Antietam from this source.

The **Forward Trains** can be used for "by caisson" replenishment of any Union battery satisfying LoB 8.4 (including the 25 MP range requirement) counting from Entry Area C or D.

**2.7e** hR batteries must follow the special rule regarding them, 2.3b.

**2.7f** Ammunition cannot be moved from one location to the other. Once the northern location is empty, the only artillery ammunition available is in Keedysville (Entry Area F).



## 2.8 Artillery Organization

*Artillery organization development in the Army of the Potomac suffered a setback as the Maryland Campaign began and the Army of Virginia and Army of the Potomac merged into one on the march to Antietam.*

*If anything, the fine organization that Henry Hunt began on the Peninsula (and would perfect by Gettysburg) took a step backwards in this emergency.*

**2.8a** There are artillery batteries assigned to divisions, corps and even brigades here. Use them as any unit of their parent formation.

**2.8b** Batteries can be “posted” (LoB rule 9.1c) by the corps commander and divisional commanders of their corps.

**2.8c 12th Corps.** In an exception to 2.8a & 2.8b, 12<sup>th</sup> Corps artillery batteries can **only** be moved by posting them by the **corps commander himself** (even Col. Hays, 2.3e, cannot do so) and cannot simply “float around” inside corps Command Radius. They must be posted to specific hexes whenever they are to unlimber (but can follow in Command Radius if limbered).

**Design Note:** Of all the corps, “Banks’ Command” (12<sup>th</sup> Corps) had the least flexible artillery organization (even though it seems more so because its batteries are assigned to the corps HQ). Mansfield, new to field command, insisted on posting the batteries (and infantry regiments, for that matter) personally.

## 3.0 Confederate Special Rules

### 3.1 Lee and General Army Command

*Lee hurt both his hands and wrists in a fall from his horse at Second Manassas. As a result, his mobility is severely reduced. While able to ride, his horse had to be led by an aide on foot.*

**3.1a Movement.** Lee moves as a leader with an MA of 8. There are no additional restrictions.

**3.1b Lee, Longstreet, Jackson & Orders.** Everyone in the Army of Northern Virginia knew this day was an emergency and reacted accordingly. All three leaders can issue orders (like Army Commanders) (see also the limitations in 3.3).

**3.1c Initiative.** All Confederate Division and lower leaders can use Initiative. Exception: 3.3a.

Longstreet and Jackson are allowed to use Initiative. They can do so the same turn they issue orders. Their Initiative can only be applied to a leader stacked with them.

Confederate leaders can, in exception to LoB rule 10.10b, use Initiative to issue any kind of Move or Attack order.

**3.1d Posting Authority.** Lee, Longstreet, and Jackson can post any artillery battery as per LoB rule 9.1c. Division commanders can post batteries from any Artillery Battalion linked to their division. See also 3.11.

### 3.2 Jackson & Longstreet’s Commands

*The Army of Northern Virginia did not adopt a formal corps structure until after the battle.*

There are no Confederate Corps HQs. Each division and Artillery Battalion is its own Command (see also 3.11).

Except for divisions listed in 3.3, Longstreet and Jackson can give orders to any Command. Lee can, of course, issue



orders to **anyone** in the Army of Northern Virginia. Should Lee become wounded and one of these officers takes over the army, the new army commander **can** issue orders to the units listed in 3.3.

### 3.3 Unattached Divisions and Special Command Rules

*During the Maryland Campaign, Lee contemplated a three corps structure, but could not decide on a third corps level commander. The logical choice was D.H. Hill, but Lee did not care for Hill, or “Croaker” as he called him. As a result the divisions of what was called the “reinforcing column” were neither assigned to the existing commands nor to a third corps.*

*The divisions in question are D.H. Hill (including Pierson’s Artillery Bn), R.H. Anderson, McLaws (including Cabell’s Artillery Bn), and Walker.*

These Commands can **only** take orders **directly** from Lee, or from their own commanders’ Initiative.

Jackson and Longstreet **cannot** give them orders, unless one of them takes over as army commander.

While not part of the “reinforcing column” Evans’ Brigade is subject to the same restrictions. (see 3.4b)

**3.3a McLaws and the Sandman.** When McLaws Division Accepts its first orders after arriving in play, roll one die. On a 5-6, everything proceeds normally. On a roll of 1-4, the division (all elements, including the HQ) follows the orders normally, but McLaws (himself) cannot leave his hex. Roll again each turn until you get a 5 or a 6 which releases him. Once released, he starts to do his job as a normal leader.

**Important:** Prior to this release, McLaws **cannot** use his Initiative to get orders.

For all purposes where a Command Leader Value is needed (Fluke Stoppage, Order Acceptance, whatever), use McLaws’ values, even though he is still asleep.

Use the “Sandman” marker atop McLaws to indicate he is asleep.



*After the early morning march to Sharpsburg, McLaws and his division went to sleep in the tall grass just west of Sharpsburg while awaiting orders. Orders from Lee came sending the division to the West Woods. The division formed up and marched off. Lafayette McLaws, however, could not be found in the grass, so the division marched without him. Major Walter Taylor of Lee's staff found him after about an hour, woke him, explained that the division was ordered forward under the command of McLaws' adjutant, and the general sheepishly set out to find his command, arriving just before it assaulted the West Woods.*

### 3.4 Toombs & Evans

Two Confederate leaders are under the impression that they are still division commanders, Toombs and Evans. Each is handled differently as each approached his situation differently.

**3.4a Toombs.** Toombs acted as a second division commander in D.R. Jones' Division. He commands, as a division commander, any grouping of brigades or units from Jones' division the player desires using his Toombs HQ marker. It takes no orders to transfer units into or out of Toombs' "Division" and the scenario states which units begin the game as part of it. The Toombs HQ uses a Divisional level Command Radius (8 MPs).

Should Toombs get wounded, captured or killed, remove the Toombs HQ marker and all assigned units must return to their original Command's Command Radius (even posted artillery). There is no replacement leader possible that can keep this organization intact; it goes away with him.

**3.4b Evans.** Unlike Toombs, Evans considered himself a division commander with only one brigade. In his case, for simplicity, only Evans is shown as a leader of the brigade. He can call it a division if he wants, but for our purposes, it is just another brigade.

Evans, however, will only take orders from R.E. Lee or his own Initiative.

### 3.5 John R. Cooke

Col. Cooke can command his regiment (27 NC) and any other *single* regiment the player desires. Once this "mini-brigade" is established, it remains as such for the rest of the game and both regiments need only trace Command Radius to Cooke himself—while Cooke need not trace up to anyone else. The regiment assigned to Cooke cannot be changed later or replaced

should it get destroyed. Cooke's command can function as desired *without any orders*. Cooke's command cannot serve as any formation's reserve and if Cooke is killed, captured, or wounded each regiment must return to its original Command Radius.

*J.R. Cooke ended up being in charge of his own and the 3<sup>rd</sup> Arkansas Regiment. He led them across the rear of the divisions attacking the Sunken Road from the heights near the Dunkard Church. He had an amazing day and needs to be singled out here.*



John R. Cooke

### 3.6 The Cavalry Division

*Stuart's cavalry never operated as a complete division during the battle. Munford's Brigade spent the battle watching the lower Antietam crossings, Hampton and Fitz Lee (reinforced by the errant 7 Va Cav) operated loosely together covering the left flank and made the abortive march to flank the Union army.*

**3.6a Command Radius.** The three brigades operate as independent commands with their own command HQs and do not have to be in Command Radius of the Divisional HQ. However, the player is free to assign units to the Divisional HQ following the same procedures as Toombs (3.4a). Scenarios start with a list of units that are already assigned directly to Stuart's command, if any.

Should Stuart get wounded, captured or killed, all assigned units from Commands other than the Cavalry Division must return to their original Command Radius (even posted artillery).

**3.6b Munford's Pickets.** There are three cavalry regiments in Munford's

(Robertson's) Cavalry Brigade. The 7<sup>th</sup> Va is explained below. The remaining two are the 2<sup>nd</sup> and 12<sup>th</sup> Va Cavalry Regiments. These two regiments are screening the Antietam from about Snavelly's Ford to the Antietam Furnace (about a mile south of the map). They are represented by a handful of "picket" units (about a company or so each).

**Historical Note (the 7th Va Cav):** *The 7 Va Cav Rgt spent a lonely night camped a mile or so behind the Union army's right flank (at Ground Squirrel Church) before the battle. Noticing its predicament, it carefully withdrew on the morning of the 17th and linked up with Fitz Lee's Brigade for the rest of the day. It entered the map dismounted as its horses were left to graze at the Coffman Farm before its little adventure. They would be able to pick them up immediately upon entering play, so it is not worth showing the unit as temporarily dismounted. Even more oddly, the rest of this regiment's brigade (Munford's) is covering the Antietam Creek on the far Confederate right (so much so, that it is represented in only token form (3.6b) here).*

### 3.7 Command Creation

The Confederate player can create Commands in addition to the special circumstances specified in 3.4a and 3.6a.

**Play Note:** *It is unlikely the Confederate player will need to do so as he already has a large number of subordinate Commands.*

### 3.8 Confederate Artillery Ammunition

*The Confederate Reserve Ordnance Trains were located in a very confusing mass just off the map southwest of Sharpsburg. All non-ordnance trains were ordered across the Potomac to free the army for future movement. The "Commands" do not have separate Wagons. Additionally, Longstreet's Reserve Ammunition trains had been captured further reducing the army's already meager stocks.*

**3.8a** Confederate batteries **must** use "by Battery" replenishment. They replenish by exiting the map via Entry Area K.

Roll one die when they exit. The result is the number of **daytime hours** in the future the battery returns (via Entry Area K) replenished. The daytime requirement is important—when determining when the battery returns, simply skip all night & twilight turns (so no free lunch on the night of the 17<sup>th</sup>).

**3.8b** Deduct the Ammo Points issued to a battery at the time the battery leaves the map **before** the die is rolled to see when it returns.



### 3.9 A.P. Hill's March & Arrival

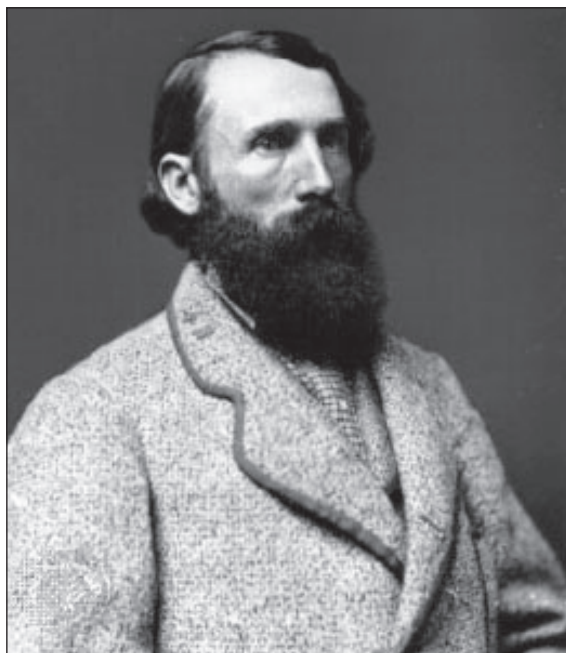
*One issue of the battle that has been overlooked because of the dramatic way events turned out is the conduct of A.P. Hill's storied march from Harpers Ferry to arrive at the culminating moment of the battle. It was this result that precluded much critical examination. Dr. Harsh identified three problems with Hill's march that have been swept under the carpet.*

**The Route.** *Unlike the routes traveled by other divisions marching from Harpers Ferry to Sharpsburg (McLaws, Walker, and R.H. Anderson), Hill selected the one hugging the river. Experimental field work in the process of making this game revealed that the rest of the divisions marched almost exactly the same distance as Hill's men (from Harpers Ferry to Boteler's Ford), but along a much easier road. Hill's route was the very worst to march on of those used to get to Sharpsburg.*

**Straggling.** *Hill started the campaign under arrest for violating Stonewall Jackson's dictates on taking 10 minute march breaks each hour and for setting too fast a pace. It is very likely that he did the same under the emergency on the 17<sup>th</sup>. The penalty for this excess was the number of stragglers his division dropped along the way. By way of comparison, the Union 6<sup>th</sup> Corps marched a similar distance from Pleasant Valley and arrived intact for the battle. Hill shed 40% of his strength this way.*

**Departure Preparations.** *Hill took an hour to break camp, form up, and get on the road on the morning of the 17<sup>th</sup>. Not unreasonable by itself, but Hill was aware that he should expect orders to march on Sharpsburg and that when this order came, time would be of the essence. The hour lost that morning shows that Hill had not gotten his troops ready in advance of the expected orders. Knowing the importance of the march, advanced preparation would be the normal action to take and many commanders would have even taken it upon themselves to actually start the march early.*

*These rules allow for variability in these factors.*



*Ambrose P. Hill*

There are two versions of each combat unit of A.P. Hill's Light (Lght) Division. The historical version (no Red Border) is the one with the smaller SP numbers. The optional one (used in 3.9b) is the one with the larger SP values and a Red Border on the counter. Both versions use the same set of leaders and divisional HQ.

**3.9a Arrival Time.** Players should choose to use either the variable or historical version before play. If you choose the historical version, simply follow the times listed on the Order of Arrival. If using the Variable Arrival, use the A.P. Hill Variable Arrival Table to determine when Hill's troops enter.

**3.9b More Careful Marching (Optional).** Here the assumption is that Hill's division made a more efficient march on the 17<sup>th</sup>. As such, it arrives with more of the strength it had (and Lee expected) when it left Harpers Ferry. Use the Red Border version of each Light (Lght) Division combat unit.

*These options can only be used if both players agree to it **before** the game begins. They are here as a what-ifs, but can be used as a balancing tool, if desired.*

### 3.10 Ad Hoc Units & Non-Battle Stragglers

*Both D.H. Hill and Lee's staff produced ad hoc combat units from men separated from their commands. These amounted to two regiments of 200 men each. Hill personally led the one he formed into battle.*

*Also, something between 3,000 and 6,000 men who could not keep up with the movements of troops northward from Harpers Ferry arrived during the night of the 17<sup>th</sup> to fill in the ranks of R.H. Anderson, McLaws, A.P. Hill, and Walker's Divisions. I chose the middle of the road number of 4,500 and allocated 2,000 directly to A.P. Hill's division.*

**3.10a Ad Hoc Regiments.** At any time after 12:00 noon on the 17<sup>th</sup>, Lee and/or D.H. Hill can recruit up to two Ad Hoc Regiments in their hex by announcing the intention in the Command Phase. Each leader can build one such unit per turn. There are four Ad Hoc Regiments in the game, randomly draw one when the leader makes the announcement and place that unit in the leader's hex. Once on the map, the regiment is free to be used as desired and has no Command Radius to be within or orders needed (a completely free unit). The Ad Hoc Regiment need not stay with

the leader that made it. Ad Hoc Regiments are automatically removed from play at nightfall on the 17<sup>th</sup>.

**3.10b The March Losses.** At 5:00 a.m. on the 18<sup>th</sup>, the Confederate player awards his march losses. He gets 50 strength points to distribute to re-fill the units of R.H. Anderson, McLaws and Walker as desired. At the most, they can refill up to their printed strength. Their units can be brought back from the Dead Pile. Any SPs remaining after all units in those divisions have been rebuilt to full printed strength are wasted. These SPs cannot be used for artillery units. They are *in addition* to any Losses Recovered using LoB rule 9.4.

**3.10c The March Losses & A.P. Hill's Division.** If 3.9b is used, there are no replacement SPs for A.P. Hill's division.

**If 3.9b was not used,** bring all of A.P. Hill's regiments up to their Red Border versions at 5:00 a.m. on the 18<sup>th</sup>, retaining any losses. *For example, the 7 NC of Branch's Brigade has a Red version strength of 5. If the non-Red version suffered one SP loss, then replace it with the Red version at a strength of 4 SPs.*

### 3.11 Ghost Posting Authority

*While the Confederates have developed the quite effective Artillery Battalion organization they would use successfully for the rest of the war, there seems to have been some doctrinal confusion as to the battalion commander's role.*

*The intention was to put the guns under well-trained artillerists on the field. In practice, this was the case in only some of the battalions (shown in the game with both an Artillery Leader and an Artillery Battalion HQ). In others, the commanders seem to have chosen a "hands off" role of rear area advisor (following the example of William Pendleton, army artillery chief).*

*Of the five officers in question, one (Cabell) was merely too sick to function in his position and spent the day at the side of McLaws doing what little he could.*

*Two others (Courtney and Shumaker) seem to have not gone to the field at all and left their batteries to fend for themselves. Courtney was court-martialed for this selection and Shumaker was quietly gotten rid of in the October reorganization.*

*The last two (Cutts and Jones) were seemingly there, but did not exercise any*

*control over their units. Both battalions were also under the nominal control of D.H. Hill which may have been a factor in their seeming non-leadership.*

The five Artillery Battalions affected by this rule (Cabell, Courtney, Cutts, H.P. Jones and Shumaker) have no Artillery Battalion HQ or leader.

The batteries of these battalions can only be positioned using the Posting rule (LoB 9.1c) and, since their commanders are not available, only the leaders listed on the *Ghost Posting Authority Chart* are allowed to actually do the necessary Posting.

When these batteries return from replenishing ammunition, they can report to any of the leaders that have Posting Authority over them or return to the hex they came from, as the player desires.

### 3.12 The "Stacked with Wrecked" Morale Modifier (Optional)

*As noted earlier, everyone in the Confederate army knew this day was an emergency and what few troops remained in the ranks were not about to give up no matter how bad things got. This optional rule is available for players who find the gradient too steep to keep the Rebel army in the field until the end of the day. Use it as a balancing mechanism as Confederate players learn the ropes as to how to pace their army. I suggest using it until players get good enough that the "Confederates seem to be having too easy of a time." That really means they chew off only half their fingernails, but you get the idea.*

Do not apply the *Wrecked Regiment* in target stack modifier to Confederate Morale Checks. Even when this option is used, it still applies to Union Morale Checks.

The *Wrecked Regiment* on top of target stack modifier applies normally to both sides.

## 4.0 Small Scenarios

### 4.1 The Charge of the Texas Brigade

*This very small scenario covers only the attack of the Texas Brigade into the Cornfield. Law's Brigade is attacking the Cornfield and East Woods outside the play area to the east (less the 2nd and 11th Miss Regiments which are riding the edge of the play area). Likewise, the 21st and 35th NY Regiments (following the 7th Wisc and 19th Ind as they attack the Cornfield from the west) were left out of the scenario as they did not also advance. The Texans have already smashed into the 2nd and 6th Wisconsin Regiments south of the Cornfield.*

*It is a very simple short situation with few units and is best used as a training scenario.*

*Don't let the title fool you, both sides have to attack to win this one!*

### General Information

**Map Area:** West of A22.xx, North of Axx.14, East of A16.xx, South of Axx.23 (inclusive of the boundary lines)

**First Turn:** 7:15 a.m. Sept 17th

**Last Turn:** 7:30 a.m. Sept 17th

**Total Game Length:** 2 Turns.

**First Player:** Confederate

- After each unit is the current strength in parenthesis, if there is no entry, the unit is at full strength.
- Make no Fluke Stoppage rolls.
- Ignore all Depletion results.
- Command Radius does not apply.

### Union Information

#### Set Up:

**A17.18:** 19 Ind (Iron/1/1)

**A17.19:** 7 Wisc (Iron/1/1)

**A20.19:** 6 Wisc (2) (Iron/1/1)

**A21.20:** 2 Wisc (4) (Iron/1/1)

**A21.21:** 12 Penn Res (3) (3/3/1)

**A22.22:** Matthews Battery (2/1)

**A21.22:** Hooker, Doubleday, Meade, Ransom Battery (3/1)

**A20.21:** Anderson, 11 Penn Res (3/3/1)

**A19.21:** 9 Penn Res (4) (3/3/1)

**A19.22:** Phelps Consolidated Bde (4) (1/1)

**A18.20:** Gibbon, Campbell Battery (1/1)

**A17.22:** 20 NYSM (3/1/1)

### Orders:

- 1) No units have orders, but counterattacks are allowed throughout the play area.

**Reinforcements:** None

### Confederate Information

- The 5<sup>th</sup> Texas Regiment has drifted off to the right of the play area and is fighting along side Law's Brigade.
- The two regiments of Law's Brigade in play can move freely within the A22.xx hex row, but cannot exit it. They exist here only to protect that flank from enterprising Yankees.

### Set Up:

**A20.15:** 4 Tex (Tex/Hood)  
**A22.16:** 2 Miss, 11 Miss (Law/Hood)  
**A21.17:** Hood  
**A20.17:** Wofford, Hampton Lgn, 18 Ga (Tex/Hood)  
**A21.18:** 1 Tex (Tex/Hood)

### Orders:

- 1) Hood is to attack to capture the Cornfield. (Attack)

### Victory Conditions

The Confederates win if they take and hold any hex north of Axx.21 (inclusive) by the end of the scenario. The Union wins otherwise. No hex in the A22.xx hexrow counts for victory.

This is a tough one for the Confederates.

*Historically, the Union won this scenario. Only the 1<sup>st</sup> Texas made it to the northern edge of the Cornfield and was all but destroyed in the attempt (its 82% loss was the highest loss of any regiment at one time in the entire war). Most of the Texas Brigade turned to protect the flank of the advance from the attack of the 7<sup>th</sup> Wisc and 19<sup>th</sup> Indiana (the Indiana Regiment's temporary commander (Col. Solomon Meredith was unable to command because of "fatigue and exposure" following the battle of South Mountain), Lt. Col Alois O. Bachman, was killed crossing the Hagerstown Pike in the advance).*

## 4.2 The Cornfield

*This small scenario covers the initial attack by 1st Corps to drive the Confederates out of Miller's Cornfield and take the Dunkard Church including the counterattack by Hood's Division that ended it. It does not include the entry of 2nd Corps, 12th Corps, Colquitt's or Garland's Brigade into this area.*

*It is of short length but is relatively time consuming because it is (or should be) all action with both sides fighting as hard as they possibly can.*

### Options to Explore:

- How hard do both sides have to attack to generate the rough historical losses of 50 SPs per side?
- If Jackson decides to launch an all out attack on Hooker, how crippled will his troops be by the time 12<sup>th</sup> Corps enters the fight (just after the end of this little scenario)?

### General Information

**Map Area:** West of A31.xx, North of Axx.08, East of A7.xx (inclusive of the boundary lines)

**First Turn:** 5:45 a.m. Sept 17th

**Last Turn:** 7:30 a.m. Sept 17th

**Total Game Length:** 8 Turns.

**First Player:** Union

- After each unit is the current strength in parenthesis, if there is no entry, the unit is at full strength.

### Union Information

#### Special Rules:

- "By Caisson" replenishment is available via the Forward Trains.
- The following artillery batteries are available off map: Kleiser, Kusserow, Langner, Taft, and Wever Batteries (Res Arty). These have an LOS to the north and east slopes of the hill around A27.11. They can "see" nowhere else. Range is always in the 14+ bracket. Any two of them can be considered to be within range of Hays on any one turn.
- The off map batteries cannot become Depleted in this scenario. Ignore any Depletion results against them.

### Set Up:

**A17.34:** Hoffman, 7 Ind, 76 NY, 95 NY, 56 Penn (2/1/1)  
**A17.33:** 21 NY, 23 NY (3/1/1)  
**A17.32:** Patrick, 35 NY, 20 NYSM (3/1/1)

**A18.30:** Edgell Battery (1/1)

**A19.32:** Phelps Consolidated Bde, 2 USSS-a, 2 USSS-b (1/1)

**A19.30:** 19 Ind, 7 Wisc (Iron/1/1)

**A19.29:** Gibbon, 2 Wisc, 6 Wisc (Iron/1/1)

**A19.28:** Hooker, 1 Corps HQ

**A20.31:** Reynolds Battery (1/1)

**A20.30:** Monroe Battery (1/1)

**A20.28:** Doubleday, Campbell Battery (1/1)

**A23.31:** Thompson Battery (2/1)

**A25.30:** Simpson Battery (3/1)

**A29.30:** Matthews Battery (2/1)

**A17.27:** 10 Penn Res (3/3/1)

**A18.27:** Anderson, 9 Penn Res (3/3/1)

**A19.27:** 11 Penn Res, 12 Penn Res (3/3/1)

**A20.27:** Meade, 7 Penn Res (2/3/1)

**A21.27:** Magilton, 4 Penn Res (2/3/1)

**A21.28:** 8 Penn Res (2/3/1)

**A21.29:** Ransom Battery (3/1)

**A22.27:** 3 Penn Res (2/3/1)

**A23.22:** 6 Penn Res (1/3/1)

**A25.21:** Seymour, 1 Penn Res (1/3/1)

**A26.18:** 13 Penn Res (1/3/1)

**A27.20:** 2 Penn Res (1/3/1)

**A28.19:** 5 Penn Res (1/3/1)

**A25.27:** Ricketts, 12 Mass (3/2/1)

**A25.28:** Duryée, 97 NY, 105 NY (1/2/1)

**A26.26:** Hartsuff, 11 Penn (3/2/1)

**A26.27:** 104 NY, 107 Penn (1/2/1)

**A26.28:** Cooper Battery (3/1)

**A27.28:** 90 Penn (2/2/1)

**A28.26:** 13 Mass (3/2/1)

**A28.27:** Christian, 88 Penn (2/2/1)

**A29.26:** 83 NY (3/2/1)

**A29.27:** 94 NY (2/2/1)

**A30.26:** 26 NY (2/2/1)

### Artillery Ammunition:

**Forward Supply Trains (Entry Areas C or D):** Shell: 30, Canister: 15

### Orders:

- 1) 1<sup>st</sup> Corps is to attack and capture the Cornfield and the Dunkard Church along the route of the Hagerstown Pike and Smoketown Road. No unit can go west of the A13.xx hexrow (inclusive) or more than 3 hexes east of the Smoketown Road. (Attack)
- 2) No other Union units have accepted orders.

**Reinforcements:** None



## Confederate Information

### Special Rules:

• Hood's Division cannot be used before 7:00 a.m. Jot down any orders Jackson may want to issue to Hood before that turn. These do not go through normal Acceptance, instead they are automatically Implemented in the 7:00 a.m. turn's New Order Acceptance Phase.

*If you listen carefully, you might hear the voices of hundreds of tiny Texans cursing your parentage for ruining their breakfast.*

• Rip/Hill is temporarily assigned as part of Ewell's Division

### Set Up:

**A7.23:** Cavalry Division HQ  
**A8.24:** Pelham-c Battery (Cavalry)  
**A9.24:** Stuart, Pelham-a Battery, Pelham-b Battery (Cavalry)  
**A10.23:** Carpenter Battery (Shumaker)  
**A10.22:** Wooding Battery (Shumaker)  
**A10.21:** Garber Battery (Courtney)  
**A10.18:** 5 Va-b Cav (Fitz Lee)  
**A11.18:** 5 Va-a Cav (Fitz Lee)  
**A12.11:** Ross Battery (Cutts)  
**A13.17:** D'Aquin Battery (Courtney)  
**A16.19:** Jones Bde-b (Jackson)  
**A16.12:** Raine Battery (Shumaker)  
**A17.12:** Hays, 5 La, 6 La, 7 La, 8 La, 14 La (Hays/Ewell)  
**A17.11:** Johnson Battery (Courtney)  
**A19.17:** J.R. Jones, Stonewall Consolidated Bde (Jackson), Poague Battery (Shumaker)  
**A18.16:** Jones Bde-a (Jackson)  
**A18.14:** Brcknbrgh Battery (Shumaker)  
**A18.13:** 1 La, 2 La, 9 La (S/Jackson)  
**A22.18:** 31 Ga (L/Ewell)  
**A21.17:** 26 Ga, 38 Ga, 60 Ga (L/Ewell)  
**A22.17:** Lawton, Douglass, 61 Ga (L/Ewell)  
**A23.17:** 13 Ga (L/Ewell)  
**A20.14:** Warren, 23 Va, 37 Va, 47 Ala, 48 Ala (T/Jackson)  
**A19.14:** Jackson, Starke, La Tigers, 10 La, 15 La (S/Jackson), Jackson Div HQ  
**A19.13:** Hood, Hood Div HQ, Wofford, 1 Tex, 18 Ga, Hampton Legion (Tex/Hood)  
**A19.12:** 4 Tex, 5 Tex (Tex/Hood)  
**A22.14:** Ewell Div HQ  
**A21.13:** Patterson Battery (Cutts)  
**A20.11:** Law, 2 Miss, 11 Miss (Law/Hood)  
**A20.10:** 4 Ala, 6 NC (Law/Hood)  
**A19.08:** Blackshear Battery (Cutts)  
**A24.15:** 12 Ga (Trim/Ewell)  
**A25.15:** J.A. Walker, 21 Ga (Trim/Ewell)  
**A26.14:** 21 NC (Trim/Ewell)  
**A27.14:** 15 Ala (Trim/Ewell)

**A24.13:** 4 Ga, 44 Ga (Rip/Hill)

**A25.13:** Ripley, 1 NC (Rip/Hill)

**A26.12:** 3 NC-a, 3 NC-b (Rip/Hill)

**A22.11:** Jordan Battery (S.D. Lee)

**A23.12:** S.D. Lee, Woolfolk Battery, Parker Battery (S.D. Lee)

**A23.11:** S.D. Lee Arty Bn HQ

**A24.11:** Maddox Battery, Elliott Battery (S.D. Lee)

**A25.09:** Pierson, Hardaway-a Battery, Hardaway-b Battery (Pierson)

**Artillery Ammunition:** None is available. When batteries Deplete, they are out of that kind of ammo for the duration.

**Reinforcements:** None

### Orders:

- 1) D'Aquin Battery (Courtney) is to post itself in A9.19.
- 2) No other Confederate units have accepted orders.

## Victory Conditions

The player that occupies A21.15 and exclusively has units in the Cornfield wins. Any other result is a draw.

Historically, this scenario was a draw (the Union had cleared the Cornfield and was the only side with units within it, but the Confederates still occupied A21.15).

***Design Note.** Hex A21.15 is nothing special in and of itself, but testing found that the capture of the Dunkard Church (the original victory condition) was not possible for the Union so a draw was pretty much inevitable. Using this point south of the Cornfield forces the Union to strive for something more than just defending in the Cornfield, but which is also within the bounds of the possible. This makes for a tense fight on both sides. To even approach the historical losses (roughly 50 SPs per side), you will have to really increase the tempo of your attacks (it is difficult to do).*

## 4.3 The Sunken Road

*This scenario isolates the fighting to take the Sunken Road. It is very straight forward and as such makes for an excellent starter scenario.*

### Options to Explore:

• Can 2<sup>nd</sup> Corps take the position much before the historical time? Historically, it was 11:30 to noon (recorded times vary). While keeping losses down?

## General Information

**Map Area:** South of Axx.15, North of B22.32, East of 22.xx and West of 37.xx (inclusive of the boundary lines)

**First Turn:** 9:00 a.m. Sept 17th

**Last Turn:** 12:45 p.m. Sept 17th

**Total Game Length:** 16 Turns.

**First Player:** Union

• After each unit is the current strength in parenthesis, if there is no entry, the unit is at full strength.

## Union Information

### Special Rules:

• The following artillery batteries are available off map: Kleiser, Kusserow, Langner, Taft, and Wever Batteries (Res Arty), Weed Battery (2/5). These have an LOS to the eastern slope of the hill east of A33.xx (inclusive) and any hex on the north and east slopes of the hill around B27.32. They can "see" nowhere else. Range is always in the 14+ bracket. Any two of them can be considered to be within range of Hays on any one turn.

• The off-map batteries can do "by Caisson" replenishment normally from the hR ammunition stocks.

• The one on-map battery cannot replenish.

• There is no method of doing "by Battery" replenishment in this scenario.

### Set Up:

**A24.10:** Thompkins Battery (2/2)

**A27.11:** 1 Del-b (3/3/2)

**A28.10:** 1 Del-a (3/3/2)

**A29.10:** Weber, 5 Md (3/3/2)

**A30.09:** 4 NY (3/3/2)

**A29.14:** 14 Conn-a (2/3/2)

**A30.13:** 14 Conn-b (2/3/2)

**A31.13:** Morris, 130 Penn-b (2/3/2)

**A32.12:** 130 Penn-a (2/3/2)

**A33.12:** 108 NY-a (2/3/2)

**A34.11:** 108 NY-b (2/3/2)

**A32.15:** 14 Ind (1/3/2)

**A33.15:** 8 Ohio (1/3/2)

**A34.14:** French, Command "A" HQ, Kimball, 132 Penn-b (1/3/2)

**A35.14:** 132 Penn-a (1/3/2)

**A36.13:** 7 Va (1/3/2)

#### Artillery Ammunition:

**hR Ammunition:** Shell: 6

#### Orders:

- 1) 3/2 is to attack south to capture the Sunken Road. It can only move between A24.xx and the line of hexes connecting A29.05 and A37.09 (inclusive of each). (Attack)

### Confederate Information

#### Special Rules:

- J.R. Cooke commands 27 NC and 3 Ark when he enters. (3.5)
- There is no ability to replenish Confederate artillery ammunition in this scenario.
- The Confederates cannot “reply” to the firing of the off-map Union batteries.
- Boyce’s Battery (Evans) has been reposted already since this scenario starts with the Union, not Confederate, Player Turn.

#### Set Up:

**A23.07:** Sanders, Cobb Lgn, 16 Ga, 24 Ga, 15 NC (Cobb/McL)

**A24.06:** McRae, 20 NC (1), 23 NC (1) (Grld/Hill), Colquitt, 13 Ala (1), 27 Ga (1), 28 Ga (1) (Rain/Hill)

**A25.07:** 26 Ala (Rodes/Hill), 6 Ga (4) (Rain/Hill)

**A26.06:** D.H. Hill, Rodes, 3 Ala, 12 Ala (Rodes/Hill)

**A27.07:** 5 Ala, 6 Ala (Rodes/Hill)

**A28.06:** 2 NC (Adrsn/Hill)

**A29.06:** 14 NC (Adrsn/Hill)

**A30.05:** G.B. Anderson, 4 NC (Adrsn/Hill)

**A31.05:** 30 NC (Adrsn/Hill)

**A26.02:** Longstreet, Hill Div HQ

**A27.04:** Boyce Battery (Evans)

**A27.01:** Turner Battery, Wimbish Battery (Jones)

**B28.34:** Page Battery, Peyton Battery (Jones)

**B26.33:** Hardaway-a Battery, Hardaway-b Battery (Pierson)

**B23.33:** Pierson Arty Bn HQ

**Artillery Ammunition:** None

#### Orders:

- 1) No Confederate units have accepted orders.

### Victory Conditions

The Union player wins if he occupies 5 or more hexes of the Sunken Road by the end of play. Any other result is a Confederate win.

### Reinforcements for Scenario 4.3

#### Union:

Time	Location	Units
10:30 a.m.	A33.15 to A37.15	1/2 (all), Command HQ “B”

#### Orders for Reinforcements

1/2 is to attack to capture the Sunken Road. It can only attack the road east of A28.xx (inclusive). (Attack)

#### Confederate:

Time	Location	Units	Orders
9:30 a.m.	B23.32	Miller Battery (Wshngtn)	1
9:45 a.m.	B23.32	Bachman Battery (Frobel)	2
10:00 a.m.	B23.32	Andrsn Division (less Armistead’s Consolidated Bde) with only Grimes and Moorman Batteries	3
Noon	A22.10 or A22.09	J.R. Cooke, 27 NC (W/Walker), 3 Ark (W/Walker)	4

#### Orders for Reinforcements

- 1) Miller’s Battery is to post itself in A27.04.
- 2) Bachman’s Battery is to post itself in A27.06.
- 3) Anderson’s Division is to move to A26.02. R.H. Anderson is wounded (yes, already), Pryor commands the division.
- 4) Cooke commands the two regiments (3.5). They are to attack the flank of the Union forces attacking the Sunken Road. (Attack)

### 4.4 The Final Offensive

*This scenario follows the last attempt to take Sharpsburg by the 9th Corps and the counterattack by A.P. Hill’s Light Division.*

**Historical Note:** Units in the area but were out of ammunition, did not participate and were not in a location that protected other units, or which were pulling out and heading to the rear have been omitted from this set up.

#### Options to Explore:

- Can Burnside do this?
- After doing it straight, try using 3.9b and see what a difference the stronger Light Division makes.
- 5<sup>th</sup> Corps and the Cavalry Division did little to support this attack. Allow both 2/5 and the Cavalry Division to attack to capture the hill in the vicinity of B27.32. The 5<sup>th</sup> Corps HQ can move forward to allow this attack.

### General Information

**Map Area:** Map B All

**First Turn:** 3:30 p.m. Sept 17th

**Last Turn:** 6:45 p.m. Sept 17th

**Total Game Length:** 14 Turns.

**First Player:** Union

- Units not listed have either not yet arrived or are already destroyed.
- After each unit is its current strength in parenthesis, if there is no entry, the unit is at full strength.

### Union Information

#### Special Rules:

- Roll for Fluke Stoppage from the start of the scenario. There is no “Grace Period”. Additionally, 2/9 has already suffered Fluke Stoppage and has not successfully accomplished Attack Recovery.

#### Set Up:

**B50.35:** 5 Corps HQ

**B33.33:** 4 US (1/2/5) (5)

**B34.31:** 1/14 US (1/2/5)

**B35.31:** Buchanan, 2/14 US (1/2/5)

**B42.29:** Weed Battery (2/5)

**B37.31:** Randol Battery (2/5)

**B35.29:** 2&10 US (7) (2/2/5)

**B36.34:** Tidball Battery (Cav)

**B36.33:** Reed Battery (2/5)

**B37.28:** 1/12 US (1/2/5)

**B38.31:** Robertson Battery (Cav)  
**B39.33:** 8 Ill Cav, 3 Ind Cav (Cav)  
**B39.34:** 5 US-a Cav, 5 US-b Cav (Cav)  
**B40.32:** 4 Penn-b Cav, 4 Penn-a Cav (Cav)  
**B40.33:** 1 Mass-a Cav, 1 Mass-b Cav, 6 Penn (-) Cav (Cav)  
**B41.34:** Sykes, Pleasonton, Cav Div HQ  
**B32.20:** Wesh, 100 Penn (2/1/9)  
**B33.21:** Willcox, 45 Penn (2/1/9)  
**B32.19:** 8 Mich (2/1/9)  
**B33.20:** 46 NY (2/1/9)  
**B35.23:** 79 NY (1/1/9)  
**B35.24:** Christ, 28 Mass (1/1/9)  
**B36.24:** 50 Penn (1/1/9)  
**B36.25:** 17 Mich (1/1/9)  
**B44.16:** Benjamin Battery (1/9)  
**B43.15:** McMullin Battery (1/K/9)  
**B33.14:** Muhlenberg Battery (3/9)  
**B34.18:** 28 Ohio-a, 28 Ohio-b (2/K/9)  
**B35.18:** Burnside, Cook Battery (1/9)  
**B36.18:** 11 Conn (3) (2/3/9)  
**B34.19:** Crook, 11 Ohio (2/K/9)  
**B34.20:** 36 Ohio-a, 36 Ohio-b (2/K/9)  
**B33.15:** 9 NH-a (6) (1/2/9)  
**B33.16:** 9 NH-b (4) (1/2/9)  
**B33.17:** 48 Penn (6) (1/2/9)  
**B31.18:** Clark Battery (2/9)  
**B31.16:** Durell Battery (2/9)  
**B34.17:** Cox, Sturgis, 9 Corps HQ, Nagle, 6 NH (2) (1/2/9)  
**B33.19:** 21 Mass, 35 Mass-b (2/2/9)  
**B33.18:** Ferrero, 35 Mass-a, 51 NY (4), 51 Penn (3) (2/2/9)  
**B40.16:** 2 Md (1) (1/2/9)  
**B35.13:** 12 Ohio (1/K/9)  
**B35.14:** 30 Ohio (1/K/9)  
**B35.15:** Scammon, Ewing, 23 Ohio (1/K/9)  
**B31.13:** 4 RI (2/3/9)  
**B30.13:** Harland, 16 Conn-b (2/3/9)  
**B30.14:** 16 Conn-a (2/3/9)  
**B31.15:** 8 Conn (2/3/9)  
**B32.15:** 89 NY (1/3/9)  
**B32.16:** Rodman, 103 NY (1/3/9)  
**B32.17:** Fairchild, 9 NY (1/3/9)

**Artillery Ammunition:** None

#### Orders:

- 1) 1/9 is to attack and capture Sharpsburg by attacking through Cemetery Hill (vic B26.27). This attack must be made between the Boonsboro Pike and no further than 3 hexes south of the Lower Bridge Road. (Attack)
- 2) 3/9 is to attack and capture the high ground along the Harpers Ferry Road (vic B21.16) and the hill east of it (vic B24.20). This attack must remain north of Bxx.10. (Attack)
- 3) K/9 is to attack in support of 3/9's attack against its northern objective to take Sharpsburg via that location. (Attack)

- 4) The 4 US Regiment (1/2/5) gave itself orders to support the 9<sup>th</sup> Corps attack by attacking toward Sharpsburg just to the north of the Boonesboro Pike. It can do so freely without any kind of Fluke Stoppage or Command Radius concerns.
- 5) No new orders can be issued and no other Union units have accepted orders.

**Reinforcements:** None

### Confederate Information

#### Special Rules:

- No Ad Hoc regiments remain to be formed.

#### Set Up:

**B10.20:** Lee (ANVa)  
**B22.26:** Longstreet  
**B22.32:** Elliott Battery (2) (S.D. Lee)  
**B23.30:** Parker Battery (2), Woolfolk Battery (1) (S.D. Lee)  
**B25.30:** Jordan Battery (3) (S.D. Lee)  
**B27.31:** Boyce Battery (Evans)  
**B28.31:** Evans, Evans Consolidated Bde (3) (Evans)  
**B31.29:** 17 SC (Evans)  
**B31.28:** Holcombe Lgn (Evans)  
**B21.17:** Richardsn Battery (Wshngtn)  
**B19.18:** Miller Battery (3) (Wshngtn)  
**B7.24:** Army NVa HQ  
**B23.28:** Jns Div HQ, Evans Bde HQ, S.D. Lee Arty Bn HQ, Wshngtn Arty Bn HQ  
**B26.27:** Walton, Squires Battery (Wshngtn), Bachman Battery (2) (Frobel)  
**B26.26:** S.D. Lee, Moody-a Battery, Moody-b Battery (S.D. Lee), Garden Battery (Frobel)  
**B28.28:** Pickett Consolidated Bde (Jns)  
**B24.26:** Frobel Arty Bn HQ  
**B25.28:** Palmetto Lgn (J/Jns)  
**B25.27:** Jos. Walker, 1 SC Vol, 5 SC, 6 SC (J/Jns)  
**B25.26:** 2 SC Rifles, 4 SC Bn, Palmetto (J/Jns)  
**B23.21:** D.R. Jones, Drayton, Phillips Lgn, 51 Ga, 15 SC (D/Jns)  
**B23.20:** Kemper Consolidated Bde (Jns)  
**B24.20:** Brown Battery (Jns)  
**B24.22:** Frobel, Reilly Battery (Frobel)  
**B24.13:** Toombs Div HQ  
**B27.14:** Toombs, 15 Ga, 20 Ga (3) (T/Jns)  
**B27.13:** Benning, 2 Ga (1), 17 Ga, 50 Ga (1) (D/Jns)  
**B18.10:** Eshleman Battery (2) (Wshngtn)  
**B23.07:** Picket-a (Robertson)  
**B24.06:** Picket-b (Robertson)  
**B21.05:** Munford, Robertson Cav Bde HQ  
**B22.07:** Picket-c (Robertson)

**B23.02:** Picket-d (Robertson)  
**B14.16:** Braxton Battery (R. Walker)  
**B16.08:** R. Walker, McIntosh Battery (R. Walker)  
**B14.09:** Lght Div HQ, R. Walker Bn HQ  
**B14.10:** A.P. Hill, Gregg, 14 SC (Grg/Lght)  
**B13.11:** 1 SC Rifles (Grg/Lght)  
**B12.10:** 1 SC PA (Grg/Lght)  
**B11.10:** 12 SC (Grg/Lght)  
**B10.09:** 13 SC (Grg/Lght)

#### Turn Record Track (Returning Artillery)

**4:00 p.m.:** Ramsey Battery (Frobel)

**Artillery Ammunition:** None

#### Orders:

- 1) Toombs is assigned to command using his HQ and rule 3.4a:  
 50 Ga (D/Jns)  
 Benning, 2 Ga, 15 Ga, 17 Ga, 20 Ga (T/Jns)  
 11 Ga (A/Jns)
- 2) Toombs Division is to retreat to protect the artillery in the vicinity of B21.17.
- 3) Elliott Battery (S.D. Lee) is to post itself in B28.32.
- 4) Parker and Woolfolk Batteries (S.D. Lee) are to post themselves in B27.32.  
*Note that these batteries (and Elliott above) are relieving H.P. Jones' Artillery Battalion in this area (Jones has already pulled out). I'm assuming Woolfolk was able to send something here as it was reforming with Parker after the morning's fighting and S.D. Lee did not account for the location of all of the guns he brought back into the fight in the later afternoon.*
- 5) A.P. Hill's Light Division is to counterattack the 9<sup>th</sup> Corps. It can do so freely within the box made by the Harpers Ferry Road, the Lower Bridge Road, and Bxx.08. (Attack)
- 6) No other Confederate units have accepted orders.

**Reinforcements:** Use Confederate Order of Arrival

### Victory Conditions

This is an extremely tough one for the Rebels to win. It is more an exercise just to see how close things came that afternoon. Essentially, Lee's army was saved by the Union attack petering out (Fluke Stoppage) with a big assist from A.P. Hill's flank attack. The Union wins if they are attacking (still) in Sharpsburg when the scenario ends. The Confederates win this one if the Union fails to do so. Any other result is a draw.



## 5.0 Campaign Scenarios

### 5.1 Day of Battle

*This is the main battle start.*

#### Options to Explore:

- What effect does a Union attack starting in the middle or south have as opposed to the historical northerly start?
- Can the Union win while keeping the required corps uncommitted **and** keeping one corps pretty much out of the fight (except for maybe one brigade)? That is the full historical constraint.

#### General Information

**Map Area:** All

**First Turn:** 5:45 a.m. Sept 17th

**Last Turn:** 6:45 p.m. Sept 17th

**Total Game Length:** 53 Turns.

**First Player:** Union

#### Union Information

##### Set Up:

**A17.34:** Hoffman, 7 Ind, 76 NY, 95 NY, 56 Penn (2/1/1)

**A17.33:** 21 NY, 23 NY (3/1/1)

**A17.32:** Patrick, 35 NY, 20 NYSM (3/1/1)

**A18.30:** Edgell Battery (1/1)

**A19.32:** Phelps Consolidated Bde, 2 USSS-a, 2 USSS-b (1/1)

**A19.30:** 19 Ind, 7 Wisc (Iron/1/1)

**A19.29:** Gibbon, 2 Wisc, 6 Wisc (Iron/1/1)

**A19.28:** Hooker, 1 Corps HQ

**A20.31:** Reynolds Battery (1/1)

**A20.30:** Monroe Battery (1/1)

**A20.28:** Doubleday, Campbell Battery (1/1)

**A23.31:** Thompson Battery (2/1)

**A25.30:** Simpson Battery (3/1)

**A29.30:** Matthews Battery (2/1)

**A17.27:** 10 Penn Res (3/3/1)

**A18.27:** Anderson, 9 Penn Res (3/3/1)

**A19.27:** 11 Penn Res, 12 Penn Res (3/3/1)

**A20.27:** Meade, 7 Penn Res (2/3/1)

**A21.27:** Magilton, 4 Penn Res (2/3/1)

**A21.28:** 8 Penn Res (2/3/1)

**A21.29:** Ransom Battery (3/1)

**A22.27:** 3 Penn Res (2/3/1)

**A23.22:** 6 Penn Res (1/3/1)

**A25.21:** Seymour, 1 Penn Res (1/3/1)

**A26.18:** 13 Penn Res (1/3/1)

**A27.20:** 2 Penn Res (1/3/1)

**A28.19:** 5 Penn Res (1/3/1)

**A25.27:** Ricketts, 12 Mass (3/2/1)

**A25.28:** Duryée, 97 NY, 105 NY (1/2/1)

**A26.26:** Hartsuff, 11 Penn (3/2/1)

**A26.27:** 104 NY, 107 Penn (1/2/1)

**A26.28:** Cooper Battery (3/1)

**A27.28:** 90 Penn (2/2/1)

**A28.26:** 13 Mass (3/2/1)

**A28.27:** Christian, 88 Penn (2/2/1)

**A29.26:** 83 NY (3/2/1)

**A29.27:** 94 NY (2/2/1)

**A30.26:** 26 NY (2/2/1)

**A42.24:** Muhlenberg Battery (12 Corps)

**A42.31:** Tompkins Battery (2/2)

**A51.32:** Woodruff Battery (2/2)

**A56.25:** Robinson Battery (12 Corps)

**A55.24:** McGilvery-a Battery, McGilvery-b Battery (12 Corps)

**A59.18:** 8 Ill Cav (Cav)

**A60.18:** 3 Ind Cav, 8 Penn Cav (Cav)

**A61.18:** Gibson Battery (Cav)

**A60.17:** 1 Mass-a Cav, 1 Mass-b Cav, 6 Penn (-) Cav (Cav)

**A61.17:** Pleasonton, Cav Div HQ, Hains Battery (Cav)

**A59.17:** 4 Penn-a Cav, 4 Penn-b Cav, 5 US-a Cav, 5 US-b Cav (Cav)

**A60.16:** Robertson Battery, Tidball Battery (Cav)

**A59.16:** 14 Ind, 8 Ohio (1/3/2)

**A60.15:** Kimball, 132 Penn-a, 132 Penn-b (1/3/2)

**A61.15:** 7 Va (1/3/2)

**A59.15:** 14 Conn-a, 14 Conn-b (2/3/2)

**A60.14:** Morris, 130 Penn-a, 130 Penn-b (2/3/2)

**A61.14:** 108 NY-a, 108 NY-b (2/3/2)

**A58.14:** 1 Del-a, 1 Del-b (3/3/2)

**A59.14:** French, Weber, 5 Md (3/3/2)

**A60.13:** 4 NY (3/3/2)

**A54.15:** Howard, 71 Penn (Philly/2/2)

**A55.15:** 106 Penn (Philly/2/2)

**A56.14:** 69 Penn (Philly/2/2)

**A57.14:** 72 Penn-a, 72 Penn-b (Philly/2/2)

**A54.14:** Sedgwick, Dana, 19 Mass, 20 Mass (3/2/2)

**A55.14:** 42 NY, 59 NY (3/2/2)

**A56.13:** 7 Mich (3/2/2)

**A57.13:** 34 NY (1/2/2), Hazard Battery (3/2)

**A54.13:** Gorman, 1 Minn, 2 Minn SS (1/2/2)

**A55.13:** 82 NY (1/2/2)

**A56.12:** 1 Mass SS, 15 Mass (1/2/2)

**A57.12:** 2 Corps HQ

**A53.13:** McClellan, Porter, A Potomac HQ

**A52.10:** Hays, Wever Battery (Res Arty)

**A52.09:** Langner Battery (Res Arty)

**A48.04:** Kusserow Battery (Res Arty)

**B43.32:** Taft Battery (Res Arty)

**B43.30:** Kleiser Battery (Res Arty)

**B53.34:** Graham Battery (Res Arty)

**B52.33:** Miller Battery (Res Arty)

**A51.09:** Richardson, Meagher, 69 NY

(Irish/1/2)

**A51.08:** 29 Mass (Irish/1/2)

**A51.07:** 63 NY, 88 NY (Irish/1/2)

**A50.07:** Hazlett-a Battery, Hazlett-b Battery (1/5)

**A50.06:** 61&64 NY (1/1/2)

**A50.05:** Caldwell, 7 NY, 81 Penn (1/1/2)

**A50.04:** 5 NH (1/1/2)

**A50.03:** Brooke, 2 Del, 52 NY, 57 NY (3/1/2)

**A49.03:** 53 Penn, 66 NY (3/1/2)

**A50.01:** 5 Corps HQ

**B41.34:** 1/12 US (1/2/5)

**B47.35:** 3 US (1/2/5)

**B47.34:** Buchanan, 4 US (1/2/5)

**B48.33:** 1/14 US, 2/14 US (1/2/5)

**B47.33:** 2/12 US (1/2/5)

**B52.32:** Reed Battery (2/5)

**B47.32:** Sykes, 2&10 US (2/2/5)

**B47.30:** Lovell, 1&6 US (2/2/5)

**B46.28:** 11 US (2/2/5)

**B45.28:** 17 US (2/2/5)

**B42.29:** Weed Battery (2/5)

**B50.25:** Randol Battery (2/5)

**B41.27:** Durell Battery (2/9)

**B40.24:** Clark Battery (2/9)

**B43.26:** 21 Mass (2/2/9)

**B45.27:** 35 Mass-a, 35 Mass-b (2/2/9)

**B46.26:** Sturgis, Ferrero, 51 NY, 51 Penn (2/2/9)

**B48.25:** 9 NH-a, 9 NH-b (1/2/9)

**B49.25:** Nagle, 48 Penn (1/2/9)

**B49.24:** 2 Md, 6 NH (1/2/9)

**B51.24:** Warren, 5 NY, 10 NY (3/2/5)

**B55.21:** Christ, 17 Mich (1/1/9)

**B55.20:** Willcox, 8 Mich (2/1/9)

**B56.19:** 45 Penn (2/1/9)

**B55.19:** Welsh, 46 NY, 100 Penn (2/1/9)

**B47.20:** Simmonds-a Battery, Simmonds-b Battery (2/K/9)

**B51.18:** Ewing, 12 Ohio, 23 Ohio (1/K/9)

**B50.16:** 30 Ohio (1/K/9)

**B43.23:** 28 Ohio-a, 28 Ohio-b (2/K/9)

**B43.22:** Cox, Scammon, Crook, 36 Ohio-a, 36 Ohio-b (2/K/9)

**B40.21:** 11 Ohio (2/K/9)

**B45.19:** Benjamin Battery (1/9)

**B44.18:** Burnside, Rodman, 9 Corps HQ

**B44.21:** 11 Conn (2/3/9)

**B43.21:** 8 Conn (2/3/9)

**B43.20:** Harland, 16 Conn-b (2/3/9)

**B42.19:** 16 Conn-a (2/3/9)

**B42.18:** 4 RI (2/3/9)

**B43.18:** Whiting Battery (3/9)

**B43.17:** 9 NY (1/3/9)

**B44.16:** Muhlenberg Battery (3/9)

**B43.16:** Fairchild, 89 NY, 103 NY (1/3/9)

**B44.15:** Cook Battery (1/9), Roemer Battery (9 Corps)

**B43.15:** McMullin Battery (1/K/9)

**Artillery Ammunition:****Main Supply Trains****(Entry Area F):**

Shell: 84, Canister: 42

**Forward Supply Trains****(Entry Areas C or D):**

Shell: 51, Canister: 25

**hR Ammunition:**

Shell: 16, Canister: 8

**Orders:**

- 1) Historical (replaced by 2.1d, normally):  
1 Corps is to attack south along a zone which is no more than 6 hexes west of the Hagerstown Pike to 3 hexes east of the Smoketown Road (inclusive) to capture the hill across from the Dunkard Church (vic A23.11). (Attack)
- 2) No other Union units have accepted orders.

**Reinforcements:** Use Union Order of Arrival

**Confederate Information****Set Up:**

**A2.18:** Fitz Lee, 1 Va Cav (Fitz Lee)  
**A2.17:** 9 Va Cav (Fitz Lee)  
**A3.18:** 4 Va Cav (Fitz Lee)  
**A5.19:** Fitz Lee Bde HQ  
**A7.23:** 3 Va Cav (Fitz Lee), Cavalry Division HQ  
**A8.24:** Pelham-c Battery (Cavalry)  
**A9.24:** Stuart, Pelham-a Battery, Pelham-b Battery (Cavalry)  
**A10.23:** Carpenter Battery (Shumaker)  
**A10.22:** Wooding Battery (Shumaker)  
**A10.21:** Garber Battery (Courtney)  
**A10.18:** 5 Va-b Cav (Fitz Lee)  
**A11.18:** 5 Va-a Cav (Fitz Lee)  
**A12.11:** Ross Battery (Cutts)  
**A13.17:** D'Aquin Battery (Courtney)  
**A16.19:** Jones Bde-b (Jackson)  
**A16.13:** Early, 25 Va, 31 Va, 52 Va (Erly/Ewell)  
**A17.13:** 13 Va, 44 Va, 49 Va, 58 Va (Erly/Ewell)  
**A16.12:** Raine Battery (Shumaker)  
**A17.12:** Hays, 5 La, 6 La, 7 La, 8 La, 14 La (Hays/Ewell)  
**A17.11:** Johnson Battery (Courtney)  
**A14.03:** Lane-a Battery, Lane-b Battery (Cutts)  
**A19.17:** J.R. Jones, Stonewall Consolidated Bde (Jackson), Poague Battery (Shumaker)  
**A18.16:** Jones Bde-a (Jackson)  
**A18.14:** Brcknbrgh Battery (Shumaker)  
**A18.13:** 1 La, 2 La, 9 La (S/Jackson)  
**A22.18:** 31 Ga (L/Ewell)  
**A21.17:** 26 Ga, 38 Ga, 60 Ga (L/Ewell)  
**A22.17:** Lawton, Douglass, 61 Ga (L/

Ewell)

**A23.17:** 13 Ga (L/Ewell)  
**A20.14:** Warren, 23 Va, 37 Va, 47 Ala, 48 Ala (T/Jackson)  
**A19.14:** Jackson, Starke, La Tigers, 10 La, 15 La (S/Jackson), Jackson Div HQ  
**A19.13:** Hood, Hood Div HQ, Wofford, 1 Tex, 18 Ga, Hampton Legion (Tex/Hood)  
**A19.12:** 4 Tex, 5 Tex (Tex/Hood)  
**A22.14:** Ewell Div HQ  
**A21.13:** Patterson Battery (Cutts)  
**A20.11:** Law, 2 Miss, 11 Miss (Law/Hood)  
**A20.10:** 4 Ala, 6 NC (Law/Hood)  
**A19.08:** Blackshear Battery (Cutts)  
**A24.15:** 12 Ga (Trim/Ewell)  
**A25.15:** J.A. Walker, 21 Ga (Trim/Ewell)  
**A26.14:** 21 NC (Trim/Ewell)  
**A27.14:** 15 Ala (Trim/Ewell)  
**A24.13:** 4 Ga, 44 Ga (Rip/Hill)  
**A25.13:** Ripley, 1 NC (Rip/Hill)  
**A26.12:** 3 NC-a, 3 NC-b (Rip/Hill)  
**A22.09:** Davis Lgn (Hampton)  
**A22.11:** Jordan Battery (S.D. Lee)  
**A23.12:** S.D. Lee, Woolfolk Battery, Parker Battery (S.D. Lee)  
**A23.11:** S.D. Lee Arty Bn HQ  
**A24.11:** Maddox Battery, Elliott Battery (S.D. Lee)  
**A25.09:** Pierson, Hardaway-a Battery, Hardaway-b Battery (Pierson)  
**A24.06:** Hill Div HQ, Pierson Arty Bn HQ  
**A25.07:** 13 Ala (Rain/Hill)  
**A26.06:** 28 Ga (Rain/Hill)  
**A27.07:** D.H. Hill, Colquitt, 23 Ga, 27 Ga (Rains/Hill)  
**A28.06:** 6 Ga (Rains/Hill)  
**A29.06:** 20 NC, 23 NC (Grl/Hill)  
**A30.05:** McRae, 13 NC (Grl/Hill)  
**A31.05:** 5 NC, 12 NC (Grl/Hill)  
**A32.05:** Carter Battery (Pierson)  
**A31.04:** 12 Ala, 26 Ala (Rodes/Hill)  
**A30.03:** Rodes, 3 Ala, 5 Ala (Rodes/Hill)  
**A30.02:** 6 Ala (Rodes/Hill)  
**A32.02:** Moody-a Battery, Moody-b Battery (S.D. Lee)  
**B32.33:** G.B. Anderson, 2 NC (Adrsn/Hill)  
**B33.33:** 14 NC (Adrsn/Hill)  
**B33.32:** 4 NC (Adrsn/Hill)  
**B33.31:** 30 NC (Adrsn/Hill)  
**B27.35:** Wimbish Battery (Jones Bn)  
**B28.32:** Page Battery (Jones Bn)  
**B27.32:** Peyton Battery (Jones Bn)  
**B27.31:** Turner Battery (Jones Bn)  
**B7.24:** Lee, McLaws, Army HQ  
**B32.28:** 1 Ga Reg (A/Jns)  
**B26.28:** Walton, Squires Battery (Wshngtn)  
**B26.27:** D.R. Jones (Jns), Miller Battery (Wshngtn)  
**B26.26:** Frobel, Bachman Battery

(Frobel)

**B25.28:** 8 Ga, 9 Ga (A/Jns)  
**B25.27:** G.T. Anderson, 7 Ga (A/Jns)  
**B25.26:** Pickett Consolidated Bde (Jns)  
**B24.26:** Evans Bde HQ, Frobel Arty Bn HQ, Boyce Battery (Evans)  
**B23.29:** Evans, Evans Consolidated Bde (Evans)  
**B23.28:** Jns Div HQ, Wshngtn Arty Bn HQ  
**B22.27:** Longstreet  
**B30.25:** 17 SC (Evans)  
**B29.25:** Holcombe Lgn (Evans)  
**B23.24:** Garden Battery (Frobel)  
**B17.30:** Lloyd Battery (Any)  
**B23.23:** Jos. Walker, 1 SC Vol, 5 SC, 6 SC (J/Jns)  
**B23.22:** 2 SC Rifles, 4 SC Bn, Palmetto Legion (J/Jns)  
**B23.21:** Drayton, 15 SC, 51 Ga, Phillips Lgn (D/Jns)  
**B22.20:** Kemper Consolidated Bde (Jns)  
**B24.20:** Brown Battery (Jns)  
**B31.19:** Richardsn Battery (Wshngtn)  
**B31.18:** Eshleman Battery (Wshngtn)  
**B33.16:** Toombs HQ  
**B34.14:** Eubank Battery (S.D. Lee)  
**B34.17:** Toombs, Benning, 20 Ga (T/Jns)  
**B35.17:** 2 Ga (T/Jns)  
**B35.11:** 50 Ga (D/Jns)  
**B23.12:** J.G. Walker, Walker Div HQ  
**B23.10:** 30 Va, 46 NC (W/Walker)  
**B24.10:** Manning, 48 NC-a, 48 NC-b (W/Walker)  
**B24.11:** 48 NC-c (W/Walker)  
**B29.10:** J.R. Cooke, 3 Ark, 27 NC (W/Walker)  
**B25.10:** French Battery (Walker)  
**B27.09:** Ransom, 35 NC, 49 NC (Ran/Walker)  
**B28.09:** 24 NC, 25 NC (Ran/Walker)  
**B28.08:** Branch Battery (Walker)  
**B22.07:** Picket-a Cav (Robertson)  
**B22.05:** Picket-b Cav (Robertson)  
**B21.05:** Munford, Robertson Bde HQ  
**B23.04:** Picket-c Cav (Robertson)  
**B23.02:** Picket-d Cav (Robertson)

**Artillery Ammunition:****Artillery Ammo Reserve Trains****(Entry Area K):**

Shell: 47, Canister: 23

**Orders:**

- 1) Toombs is assigned to command using his HQ and rule 3.4a:  
50 Ga (D/Jns)  
Benning, 2 Ga, 20 Ga (T/Jns)
- 2) The following units are assigned to Stuart's Cav Div until ordered otherwise:  
Erly/Ewell Bde (all)  
Fitz Lee's Cav Bde (all)

- 3) Erly/Ewell is to move to join Stuart's CavDiv command. D'Aquin Battery (Courtney) has been instructed to post itself at A9.19.
- 4) The Davis Lgn (Hampton) must remain in its starting hex unless ordered to move elsewhere by Lee, Longstreet or Jackson. When the rest of Hampton's Brigade enters as reinforcements, this regiment must rejoin them regardless of where it is or what it is doing at that time.
- 5) No other Confederate units have accepted orders.

**Reinforcements:** Use Confederate Order of Arrival

## Victory Conditions

Use the Victory Conditions in rule 1.2.

## 5.2 Mid-Morning

*This scenario begins at the moment Sedgwick's Division begins to be assaulted in the West Woods and just before French's Division hits the Sunken Road.*

### Options to Explore:

- Can Sedgwick successfully attack to hold the West Woods?

## General Information

**Map Area:** All

**First Turn:** 9:00 a.m. Sept 17th

**Last Turn:** 6:45 p.m. Sept 17th

**Total Game Length:** 40 Turns.

**First Player:** Confederate

- Units not listed have either not yet arrived or are already destroyed.
- After each unit is the current strength in parenthesis, if there is no entry, the unit is at full strength.

## Union Information

### Special Rules:

- 2.2d is in effect. 1/2 and 3/2 have gotten Initiative, been released from this restriction and have their own orders now. See the Orders list below for details.
- 1<sup>st</sup> Corps has already suffered Fluke Stoppage and has not successfully accomplished Attack Recovery. It has been Committed.
- In violation of seniority, Meade is the acting commander of 1<sup>st</sup> Corps. This was done by the order of Hooker when he was carried off the field.

### Set Up:

**A14.32:** 95 NY (2/1/1)  
**A18.33:** Duryée, 97 NY (1), 104 NY (2), 105 NY (2), 107 Penn (1) (1/2/1)  
**A19.33:** Repl, 94 NY (1), 88 Penn (1) (2/2/1)  
**A20.33:** Ricketts, Repl (3/2/1), 13 Mass (3), 83 NY (2), 11 Penn (1) (3/2/1)  
**A17.31:** 56 Penn (2/1/1)  
**A17.30:** 76 NY (2/1/1)  
**A17.29:** Hoffman, 7 Ind (2/1/1)  
**A17.28:** 2 USSS-a (1/1)  
**A17.27:** 3 Penn Res (3) (2/3/1)  
**A17.26:** Gibbon, 19 Ind (2), 6 Wisc (1) (Iron/1/1)  
**A17.25:** Anderson, 10 Penn Res (3/3/1)  
**A18.24:** 7 Penn Res (2/3/1)  
**A18.26:** 2 Wisc (3), 7 Wisc (3) (Iron/1/1)  
**A18.27:** 11 Penn Res (3) (3/3/1)  
**A19.26:** 2 USSS-b (1/1)  
**A17.20:** Patrick, 21 NY (2), 23 NY (3), 35 NY (2), 20 NYSM (1)  
**A20.30:** Cooper Battery (3/1)  
**A20.29:** Simpson Battery (3/1)  
**A21.30:** Meade (commands 1 Corps), Doubleday (1/1), 1 Corps HQ  
**A21.29:** Campbell Battery (1/1, Depleted Canister)  
**A23.30:** Thompson Battery (2/1)  
**A21.28:** Hampton Battery (12 Corps)  
**A21.27:** Magilton, 8 Penn Res (4) (2/3/1)  
**A22.27:** Ransom Battery (3/1)  
**A22.26:** 4 Penn Res (2) (2/3/1)  
**A22.22:** Matthews Battery (2/1, Depleted Canister)  
**A21.22:** Reynolds Battery (1/1)  
**A26.27:** 6 Penn Res (2) (1/3/1)  
**A27.27:** Seymour, Repl, 5 Penn Res, 13 Penn Res (1) (1/3/1) (Seymour commands 3/1)  
**A14.17:** 1 Minn, 2 Minn SS (1/2/2)  
**A15.17:** 82 NY (1/2/2)  
**A16.19:** 60 NY (4) (3/2/12)  
**A16.18:** 19 Mass (3/2/2)  
**A17.19:** Repl, 78 NY (3) (3/2/12)  
**A16.15:** 1 Mass SS, 15 Mass (9) (1/2/2)  
**A17.15:** Sumner, 59 NY (3/2/2)  
**A17.16:** 20 Mass (3/2/2)  
**A18.16:** Howard, 71 Penn (Philly/2/2), 3 Del (3/2/12)  
**A18.15:** 106 Penn (Philly/2/2)  
**A19.13:** Dana, 7 Mich, 42 NY (3/2/2)  
**A20.13:** 72 Penn-a (Philly/2/2)  
**A20.12:** Gorman (1/2/2), 125 Penn (7) (1/1/12)  
**A21.13:** 69 Penn (Philly/2/2)  
**A21.12:** Sedgwick, 72 Penn-b (Philly/2/2), 34 NY (1/2/2)  
**A23.12:** Greene, Tyndale, 5 Ohio (3), 7 Ohio (1), 66 Ohio (1/2/12)  
**A23.11:** Stainbrook, 111 Penn (3) (2/2/12)  
**A24.10:** Thompkins Battery (2/2)  
**A25.11:** 3 Md (2), 102 NY (2) (2/2/12)

**A24.12:** 28 Penn-a (6), 28 Penn-b (5) (1/2/12)  
**A25.15:** Edgell Battery (1/1)  
**A21.17:** Woodruff Battery (2/2)  
**A21.18:** 2 Corps HQ  
**A24.16:** Monroe Battery (1/1)  
**A23.18:** Crawford, 28 NY, 124 Penn (10) (1/1/12)  
**A22.19:** Purnell Lgn (3) (3/2/12)  
**A23.21:** Bruen Battery (12 Corps)  
**A24.24:** 46 Penn (2) (1/1/12)  
**A25.25:** 10 Maine (3) (1/1/12)  
**A25.24:** 128 Penn (8) (1/1/12)  
**A25.20:** 13 NJ (8) (3/1/12)  
**A25.19:** 2 Mass (7) (3/1/12)  
**A25.18:** Gordon, 27 Ind (3), 3 Wisc (1) (3/1/12)  
**A26.17:** 107 NY (9) (3/1/12)  
**A26.18:** Williams (commanding 12 Corps), 12 Corps HQ  
**A28.17:** Owen Battery (3/2)  
**A29.25:** Pettit Battery (1/2)  
**A30.24:** 90 Penn (1) (2/2/1)  
**A32.25:** Hazard Battery (3/2)  
**A35.25:** 1 Penn Res (2) (1/3/1)  
**A42.24:** Muhlenberg Battery (12 Corps)  
**A56.25:** Robinson Battery (12 Corps)  
**A55.24:** McGilvery-a Battery, McGilvery-b Battery (12 Corps)  
**A27.11:** 1 Del-b (3/3/2)  
**A28.10:** 1 Del-a (3/3/2)  
**A29.10:** Weber, 5 Md (3/3/2)  
**A30.09:** 4 NY (3/3/2)  
**A29.14:** 14 Conn-a (2/3/2)  
**A30.13:** 14 Conn-b (2/3/2)  
**A31.13:** Morris, 130 Penn-b (2/3/2)  
**A32.12:** 130 Penn-a (2/3/2)  
**A33.12:** 108 NY-a (2/3/2)  
**A34.11:** 108 NY-b (2/3/2)  
**A32.15:** 14 Ind (1/3/2)  
**A33.15:** 8 Ohio (1/3/2)  
**A34.14:** French, Command "A" HQ, Kimball, 132 Penn-b (1/3/2)  
**A35.14:** 132 Penn-a (1/3/2)  
**A36.13:** 7 Va (1/3/2)  
**A59.18:** 8 Ill Cav (Cav)  
**A60.18:** 3 Ind Cav, 8 Penn Cav (Cav)  
**A61.18:** Gibson Battery (Cav)  
**A60.17:** 1 Mass-a Cav, 1 Mass-b Cav, 6 Penn (-) Cav (Cav)  
**A61.17:** Pleasonton, Cav Div HQ, Hains Battery (Cav)  
**A59.17:** 4 Penn-a Cav, 4 Penn-b Cav, 5 US-a Cav, 5 US-b Cav (Cav)  
**A60.16:** Robertson Battery, Tidball Battery (Cav)  
**A53.13:** A Potomac HQ  
**A55.12:** Richardson, Meagher, Command "B" HQ, 29 Mass, 69 NY (Irish/1/2)  
**A56.11:** 63 NY, 88 NY (Irish/1/2)  
**A56.10:** Caldwell, 7 NY, 61 & 64 NY (1/1/2)  
**A56.09:** 5 NH, 81 Penn (1/1/2)



**A56.07:** McClellan, Porter, Morell  
**A55.08:** Brooke, 2 Del, 52 NY, 57 NY (3/1/2)  
**A54.07:** 66 NY, 53 Penn (3/1/2)  
**A52.10:** Hays, Wever Battery (Res Arty)  
**A52.09:** Langner Battery (Res Arty)  
**A51.08:** Martin Battery (1/5)  
**A50.07:** Hazlett-a Battery, Hazlett-b Battery (1/5)  
**A49.06:** Waterman Battery (1/5)  
**A48.04:** Kusserow Battery (Res Arty)  
**A53.09:** 118 Penn-a, 118 Penn-b (1/1/5)  
**A53.08:** Barnes, 18 Maine, 1 Mich, 25 NY (1/1/5)  
**A52.07:** 2 Maine, 2 Mass SS, 18 Mass, 22 Mass, 13 NY (1/1/5)  
**A52.06:** Stockton, 12 NY, 83 Penn (3/1/5)  
**A51.07:** 20 Maine-a, 20 Maine-b (3/1/5)  
**A51.06:** Brady SS, 16 Mich, 17 NY, 44 NY (3/1/5)  
**A50.05:** Griffin, 9 Mass, 4 Mich (2/1/5)  
**A50.04:** 2 DC, 32 Mass (2/1/5)  
**A51.05:** 62 Penn (2/1/5)  
**A51.03:** 1 USSS-a, 1 USSS-b, 1 USSS-c (1/5)  
**A50.01:** 5 Corps HQ  
**B41.34:** 1/12 US (1/2/5)  
**B47.35:** 3 US (1/2/5)  
**B47.34:** Buchanan, 4 US (1/2/5)  
**B48.33:** 1/14 US, 2/14 US (1/2/5)  
**B47.33:** 2/12 US (1/2/5)  
**B53.34:** Graham Battery (Res Arty)  
**B52.33:** Miller Battery (Res Arty)  
**B52.32:** Reed Battery (2/5)  
**B47.32:** Sykes, 2&10 US (2/2/5)  
**B47.30:** Lovell, 1&6 US (2/2/5)  
**B46.28:** 11 US (2/2/5)  
**B45.28:** 17 US (2/2/5)  
**B42.29:** Weed Battery (2/5)  
**B50.25:** Randol Battery (2/5)  
**B43.32:** Taft Battery (Res Arty)  
**B43.30:** Kleiser Battery (Res Arty)  
**B41.27:** Durell Battery (2/9)  
**B40.24:** Clark Battery (2/9)  
**B43.26:** 21 Mass (2/2/9)  
**B45.27:** 35 Mass-a, 35 Mass-b (2/2/9)  
**B46.26:** Sturgis, Ferrero, 51 NY, 51 Penn (2/2/9)  
**B48.25:** 9 NH-a, 9 NH-b (1/2/9)  
**B49.25:** Nagle, 48 Penn (1/2/9)  
**B49.24:** 2 Md, 6 NH (1/2/9)  
**B51.24:** Warren, 5 NY, 10 NY (3/2/5)  
**B55.21:** Christ, 17 Mich (1/1/9)  
**B55.20:** Willcox, 8 Mich (2/1/9)  
**B56.19:** 45 Penn (2/1/9)  
**B55.19:** Welsh, 46 NY, 100 Penn (2/1/9)  
**B47.20:** Simmonds-a Battery, Simmonds-b Battery (2/K/9)  
**B43.22:** 36 Ohio-a, 36 Ohio-b (2/K/9)  
**B43.21:** 11 Ohio (2/K/9)  
**B43.20:** Scammon, Crook, 28 Ohio-a, 28 Ohio-b (2/K/9)

**B42.18:** 11 Conn (2/3/9)  
**B45.19:** Benjamin Battery (1/9)  
**B44.18:** Burnside, Cox, 9 Corps HQ  
**B44.16:** Muhlenberg Battery (3/9)  
**B44.15:** Cook Battery (1/9), Roemer Battery (9 Corps)  
**B43.15:** McMullin Battery (1/K/9)  
**B46.15:** Harland, 16 Conn-a, 16 Conn-b (2/3/9)  
**B46.14:** 8 Conn, 4 RI (2/3/9)  
**B51.18:** 12 Ohio, 23 Ohio (1/K/9)  
**B50.17:** Ewing, 30 Ohio (1/K/9)  
**B50.15:** Rodman, Fairchild, 89 NY, 103 NY (1/3/9)  
**B50.14:** 9 NY (1/3/9)  
**B50.13:** Whiting Battery (3/9)

#### Artillery Ammunition:

##### Main Supply Trains

##### (Entry Area F):

Shell: 72, Canister: 42

##### Forward Supply Trains

##### (Entry Areas C or D):

Shell: 33, Canister: 25

##### hR Ammunition:

Shell: 6, Canister: 8

#### Orders:

- 1) 12<sup>th</sup> Corps is under orders to attack and capture the Dunkard Church. 1/12 has suffered Fluke Stoppage and has not yet obtained Attack Recovery. 2/12 is continuing under corps orders. Williams commands the corps. Mansfield has been mortally wounded.
- 2) 2/2 must continue to march and attack due west, units must face each other west.
- 3) 3/2 is to attack south to capture the Sunken Road. It can only move between A24.xx and the line of hexes connecting A29.05 and A40.10 (inclusive of each). 3/2 is Command "A" (Attack)
- 4) 1/2 is to attack to capture the Sunken Road. It can only attack the road east of A28.xx (inclusive). 1/2 is Command "B" (Attack)
- 5) No other Union units have accepted orders.

**Reinforcements:** Use Union Order of Arrival

#### Confederate Information

##### Special Rules:

- 7 Va Cav is attached to Fitz Lee's Bde.
- 13 Va (Erly/Ewell) can be outside its Brigade Command Radius provided it traces directly to Stuart's Division HQ.
- The Repl in charge of Jackson's Division is Col. Grigsby, commander of the Stonewall Brigade. Technically, he ranks Warren but

is inside the Stonewall Consolidated Brigade, so the Repl stand in is done here to avoid the historical inaccuracy of having Warren in command.

- Early commands Ewell's Division which at this point consists of only his own brigade. That force is cooperating with McLaws and Walker to attack. Erly/Ewell traces Command Radius to McL Division HQ.

- The rest of Ewell's Division, without Erly/Ewell and its commander, is to remain in place until ordered otherwise.

- Cobb/McL has wandered away from its division and is now operating as part of D.H. Hill's Division and draws Command Radius to its HQ.

- No unit has been assigned to J.R. Cooke (3.5)

#### Set Up:

**A1.22:** 7 Va-b Cav (Robertson)

**A2.21:** 7 Va-a Cav (Robertson)

**A3.22:** 7 Va-c Cav (Robertson)

**A1.19:** 4 Va Cav (Fitz Lee)

**A2.18:** Fitz Lee, Fitz Lee Bde HQ, 1 Va Cav (Fitz Lee)

**A2.17:** D'Aquin Battery (Courtney)

**A2.16:** 9 Va Cav (Fitz Lee)

**A7.21:** 3 Va Cav (Fitz Lee)

**A10.18:** 5 Va-b Cav (Fitz Lee)

**A11.18:** 5 Va-a Cav (Fitz Lee)

**A11.17:** 13 Va (Erly/Ewell)

**A10.16:** Cavalry Div HQ

**A8.12:** Branch Battery, French Battery (Walker)

**A10.14:** Brcknrbgh Battery (Shumaker)

**A10.13:** Stuart, Raine Battery (Shumaker)

**A10.11:** Poague Battery (Shumaker)

**A12.14:** Stonewall Consolidated Bde (2) (Jackson)

**A12.13:** Repl, 9 La (1), 10 La (1), 15 La (1) (S/Jackson)

**A12.12:** Repl, Jackson Div HQ

**A12.11:** Garber Battery (Courtney), Ross Battery (Cutts)

**A13.14:** 47 Ala (2), 48 Ala (1) (T/Jackson), Carpenter Battery (2) (Shumaker)

**A13.13:** Warren, 23 Va (2), 37 Va (1) (T/Jackson)

**A15.14:** Semmes, 15 Va, 32 Va (Sem/McL)

**A15.13:** 10 Ga, 53 Ga (Sem/McL)

**A15.12:** McCarthy Battery (Cabell)

**A17.12:** Early, 25 Va (3), 31 Va, 44 Va (3), 49 Va (3), 52 Va (4), 58 Va (Erly/Ewell)

**A17.11:** McLaws, McL Div HQ

**A18.10:** 21 Miss (Bark/McL), 3 SC (Kshaw/McL)

**A18.11:** Barksdale, 13 Miss, 17 Miss, 18 Miss (Bark/McL)

**A19.11:** 2 SC (Kshaw/McL)

**A17.09:** G.T. Andrsn, 7 Ga, 8 Ga, 9 Ga (A/Jns)

**A20.10:** Kershaw, 7 SC, 8 SC (Kshaw/McL)

**A15.10:** Ransom, 35 NC, 49 NC (Ran/Walker)  
**A15.09:** 24 NC, 25 NC (Ran/Walker)  
**A12.07:** 46 NC (W/Walker)  
**A13.07:** 30 Va, 48 NC-a (W/Walker)  
**A14.06:** Manning, 48 NC-b, 48 NC-c (W/Walker)  
**A14.07:** Read Battery (Cabell)  
**A15.07:** J.G. Walker, Walker Div HQ  
**A16.06:** J.R. Cooke, 27 NC (W/Walker)  
**A17.06:** 3 Ark (W/Walker)  
**A19.08:** Blackshear Battery (Cutts)  
**A20.07:** Lee, S.D. Lee, Elliott Battery (2) (S.D. Lee)  
**A17.05:** Macon Battery (Cabell)  
**A19.05:** S.D. Lee Arty Bn HQ  
**A20.06:** Woolfolk Battery (1) (S.D. Lee)  
**A12.04:** Repl, 1 NC (1), 3 NC-a (1), 4 Ga (1), 44 Ga (1) (Rip/Hill)  
**A12.02:** Manly Battery (Cabell)  
**B12.34:** Hays, 7 La (1) (Hays/Ewell)  
**A13.01:** Repl, 13 Ga (1), 60 Ga (1), 61 Ga (2) (L/Ewell)  
**A14.03:** Lane-a Battery, Lane-b Battery (Cutts)  
**A14.01:** J.A. Walker, 21 Ga, 21 NC (Trim/Ewell)  
**B14.34:** Ewell Div HQ  
**B16.34:** Hood Div HQ  
**A16.01:** Hood, Law, 4 Ala (4), 2 Miss (2), 11 Miss (3), 6 NC (2) (Law/Hood)  
**A16.03:** Jackson  
**A17.02:** Wofford, 18 Ga (1), 4 Tex (1), 5 Tex (2) (Tex/Hood)  
**A19.01:** Pierson, Carter Battery (Pierson)  
**A22.04:** Davis Lgn (Hampton)  
**A21.08:** Patterson Battery (1) (Cutts)  
**A23.07:** Sanders, Cobb Lgn, 16 Ga, 24 Ga, 15 NC (Cobb/McL)  
**A24.06:** McRae, 20 NC (1), 23 NC (1) (Grld/Hill), Colquitt, 13 Ala (1), 27 Ga (1), 28 Ga (1) (Rain/Hill)  
**A25.07:** 26 Ala (Rodes/Hill), 6 Ga (4) (Rain/Hill)  
**A26.06:** D.H. Hill, Rodes, 3 Ala, 12 Ala (Rodes/Hill)  
**A27.07:** 5 Ala, 6 Ala (Rodes/Hill)  
**A28.06:** 2 NC (Adrsn/Hill)  
**A29.06:** 14 NC (Adrsn/Hill)  
**A30.05:** G.B. Anderson, 4 NC (Adrsn/Hill)  
**A31.05:** 30 NC (Adrsn/Hill)  
**A26.02:** Longstreet, Hill Div HQ  
**A26.07:** Boyce Battery (Evans)  
**A27.01:** Turner Battery, Wimbish Battery (Jones)  
**B28.34:** Page Battery, Peyton Battery (Jones)  
**B26.33:** Hardaway-a Battery, Hardaway-b Battery (Pierson)  
**B23.33:** Pierson Arty Bn HQ  
**B29.32:** Evans, Evans Consolidated Bde (Evans)

**B29.30:** Evans Bde HQ  
**B32.28:** 1 Ga Reg (A/Jns)  
**B30.25:** 17 SC (Evans)  
**B29.25:** Holcombe Lgn (Evans)  
**B26.28:** Walton, Squires Battery (Wshngtn)  
**B26.27:** D.R. Jones (Jns), Miller Battery (Wshngtn)  
**B26.26:** Frobels, Bachman Battery (Frobels)  
**B24.26:** Frobels Arty Bn HQ  
**B25.27:** Pickett Consolidated Bde (Jns)  
**B23.28:** Jns Div HQ, Wshngtn Arty Bn HQ  
**B23.24:** Garden Battery (Frobels)  
**B24.20:** Brown Battery (Jns)  
**B23.23:** Jos. Walker, 1 SC Vol, 5 SC, 6 SC (J/Jns)  
**B23.22:** Palmetto, 2 SC Rifles, 4 SC Bn (J/Jns)  
**B23.21:** Drayton, Phillips Lgn, 15 SC, 51 Ga (D/Jns)  
**B23.20:** Kemper Consolidated Bde (Jns)  
**B17.30:** Lloyd Battery (Any)  
**B16.30:** R.H. Andrsn, Andrsn Div HQ, Pryor, 2 Fla, 8 Fla (Pry/Andrsn)  
**B15.30:** 5 Fla, 3 Va (Pry/Andrsn)  
**B14.29:** 14 Ala, Mahone Consolidated Bde (Pry/Andrsn)  
**B13.29:** Cumming, 8 Ala, 9 Ala, 10 Ala, 11 Ala (Wlcs/Andrsn)  
**B11.27:** Posey, 2 Miss Bn, 12 Miss, 16 Miss, 19 Miss (Fthr/Andrsn)  
**B10.24:** Armistead Consolidated Bde (Andrsn)  
**B8.23:** Wright, 3 Ga (Wrt/Andrsn)  
**B7.24:** Army HQ  
**B7.23:** 48 Ga (Wrt/Andrsn)  
**B6.22:** 22 Ga (Wrt/Andrsn)  
**B5.23:** 44 Ala (Wrt/Andrsn)  
**B4.25:** Wooding Battery (2, Depleted Shell) (Shumaker)  
**B4.23:** Parker Battery (2, Depleted Shell) (S.D. Lee)  
**B3.23:** Moody-a Battery (Depleted Shell), Moody-b Battery (Depleted Shell) (S.D. Lee)  
**B2.22:** Jordan Battery (3, Depleted Shell) (S.D. Lee)  
**B31.19:** Richardsn Battery (Wshngtn)  
**B31.18:** Eshleman Battery (Wshngtn)  
**B33.16:** Toombs Div HQ  
**B34.14:** Eubank Battery (S.D. Lee)  
**B35.17:** 2 Ga (T/Jns)  
**B34.17:** Toombs, Benning, 20 Ga (T/Jns)  
**B36.11:** 50 Ga (D/Jns)  
**B22.07:** Picket-a (Robertson)  
**B22.05:** Picket-b (Robertson)  
**B21.05:** Munford, Robertson Cav Bde HQ  
**B22.04:** Picket-c (Robertson)  
**B23.02:** Picket-d (Robertson)

## Turn Record Track (Returning Artillery)

**12:00 noon:** Pelham-a Battery, Pelham-b Battery, Pelham-c Battery (Cavalry)

## Artillery Ammunition:

### Artillery Ammo Reserve Trains

#### (Entry Area K):

Shell: 39, Canister: 23

## Orders:

- 1) Toombs is assigned to command using his HQ and rule 3.4a:  
50 Ga (D/Jns)  
Benning, 2 Ga, 20 Ga (T/Jns)
- 2) The following units are assigned to Stuart's Cav Div until ordered otherwise:  
Erly/Ewell Bde (all)  
Fitz Lee's Cav Bde (all)  
7 Va Cav (all) (Robertson)
- 3) Branch Battery and French Battery (Walker) are to move and post themselves with French in A10.22 and Branch in A10.21.
- 4) McLaws, Walker, Erly/Ewell are to attack the West Woods and destroy the Union forces in the woods and west of the Hagerstown Pike. (Attack)
- 5) A/Jns is assigned to McLaws Division.
- 6) 1 Ga Reg (A/Jns) is assigned to Evans Bde.
- 7) Rip/Hill has been ordered to move to B12.30. It is now tracing Command Radius to Ewell Div HQ.
- 8) The Davis Lgn (Hampton) must remain in its starting hex unless ordered to move elsewhere by Lee, Longstreet or Jackson. When the rest of Hampton's Brigade enters as reinforcements, this regiment must rejoin them regardless of where it is or what it is doing at that time.
- 9) No other Confederate units have accepted orders.

**Reinforcements:** Use Confederate Order of Arrival

## Victory Conditions

Use the Victory Conditions in rule 1.2.

## 5.3 Early Afternoon

*This scenario begins after the fighting at the Sunken Road has ended and 9th Corps has crossed the Lower Bridge while Rodman's Division is fording the creek further south. The Confederate army is in its mid-day crisis. Lee has begun to consider an attack on the Union right. Franklin is looking to McClellan for orders to attack. The dam is ready to break.*

### Options to Explore:

- Can Lee successfully attack to clear the Hagarstown Pike allowing the Army of Northern Virginia to escape to the north and allow the campaign to continue?
- If 6<sup>th</sup> Corps were allowed to attack, could the Confederate army be destroyed?
- Can 9<sup>th</sup> Corps not only take the Harpers Ferry Road and Cemetery Hill, but also successfully defend against A.P. Hill's counterattack?

## General Information

**Map Area:** All

**First Turn:** 1:00 p.m. Sept 17th

**Last Turn:** 6:45 p.m. Sept 17th

**Total Game Length:** 24 Turns.

**First Player:** Confederate

- Units not listed have either not yet arrived or are already destroyed.
- After each unit is the current strength in parenthesis, if there is no entry, the unit is at full strength.

## Union Information

### Special Rules:

- 1<sup>st</sup> Corps, 2<sup>nd</sup> Corps, 9<sup>th</sup> Corps and 12<sup>th</sup> Corps have already suffered Fluke Stoppage and have not successfully accomplished Attack Recovery. They have all been Committed.
- In violation of seniority, Meade is the acting commander of 1<sup>st</sup> Corps. This was done by the order of Hooker when he was carried off the field.
- Historically, The Iron Brigade was still in the North Woods at 1:00 p.m. and is in the process of being relieved by Gorman's Brigade. I created the set up with this hand-off already accomplished to avoid having the player do the drill of moving these two brigades about.
- BG Richardson was mortally wounded within minutes of this scenario's start. Caldwell is currently in charge of 1/2. The player can assign Hancock to command it (as was done historically) after play begins.

### Set Up:

**A18.35:** Magilton, 3 Penn Res (3), 4 Penn Res (2), 8 Penn Res (4) (2/3/1)

**A19.35:** Anderson, 7 Penn Res (3) (2/3/1), 10 Penn Res, 11 Penn Res (3) (3/3/1)

**A20.35:** Seymour (commands 3/1), Repl (1/3/1), 5 Penn Res, 6 Penn Res (2) (1/3/1)

**A21.35:** 1 Penn Res (2), 13 Penn Res (1) (1/3/1)

**A18.33:** Duryée, 97 NY (1), 104 NY (2), 105 NY (2), 107 NY (1) (1/2/1)

**A19.33:** Repl (2/2/1), 94 NY (1), 88 Penn (1) (2/2/1)

**A20.32:** Ricketts, Repl (3/2/1), 13 Mass (3), 83 NY (3), 11 Penn (1) (3/2/1)

**A20.30:** Cooper Battery, Simpson Battery (3/1)

**A20.29:** Monroe Battery (5), Reynolds Battery (1/1)

**A21.31:** Hoffman, 7 Ind, 76 NY, 95 NY, 56 Penn (2/1/1)

**A21.30:** Meade (commands 1<sup>st</sup> Corps), Doubleday, 1 Corps HQ

**A21.29:** Campbell Battery, Edgell Battery (1/1)

**A22.30:** Patrick, 20 NYSM (1), 21 NY (2), 23 NY (3), 35 NY (2) (3/1/1)

**A22.29:** Gibbon, 19 Ind (2), 2 Wisc (3), 6 Wisc (1), 7 Wisc (3) (Iron/1/1)

**A22.27:** Ransom Battery (3/1)

**A17.28:** 69 Penn (6) (Philly/2/2)

**A19.27:** Gorman, 1 Minn (6), 82 NY (2) (1/2/2)

**A21.28:** Hampton Battery (12 Corps)

**A23.30:** Thompson Battery (2/1)

**A24.29:** 71 Penn (4), 106 Penn (7) (Philly/2/2)

**A24.28:** Howard (commands 2/2), Repl (Philly/2/2), 72 Penn-a (5) (Philly/2/2)

**A24.27:** Repl (3/2/2), 19 Mass (2), 20 Mass (3) (3/2/2)

**A29.33:** Cothran Battery (Depleted Shell, Depleted Canister) (12 Corps)

**A29.29:** Hazard Battery (3/2)

**A27.27:** 2 Corps HQ

**A22.24:** 49 Penn (1/2/6)

**A22.23:** Cowen Battery (2/6)

**A22.22:** 137 Penn-a, 137 Penn-b (1/2/6)

**A23.24:** 43 NY (1/2/6)

**A22.21:** Frank Battery (3/2)

**A23.22:** Hancock, 5 Wisc (1/2/6)

**A23.21:** 6 Maine (1/2/6)

**A23.20:** Vanneman Battery (2/6)

**A24.22:** 27 NY (2/1/6)

**A24.21:** Bartlett, 16 NY, 96 Penn (2/1/6)

**A25.21:** 5 Maine (2/1/6)

**A24.19:** 31 NY (3/1/6)

**A24.18:** 32 NY (3/1/6)

**A23.18:** Wolcott-b Battery (1/6)

**A23.17:** Wolcott-a Battery (1/6)

**A24.17:** Newton, 18 NY, 95 Penn (3/1/6)

**A24.16:** 3 NJ (1/1/6)

**A24.15:** Thomas Battery (Depleted Shell) (1/2)

**A25.15:** Hexamer Battery (1/6)

**A25.16:** Torbert, 1 NJ (1/1/6)

**A26.14:** Martin Battery (2/6)

**A26.15:** 2 NJ (1/1/6)

**A26.16:** 4 NJ (1/1/6)

**A26.17:** W.F. Smith, Slocum, Porter Battery, Williston Battery (1/6)

**A24.24:** 28 NY, 46 Penn (2) (1/1/12)

**A25.25:** 10 Maine (3) (1/1/12)

**A25.24:** Repl (1/1/12), 128 Penn (5) (1/1/12)

**A26.25:** Matthews Battery (Depleted Canister) (2/1)

**A25.20:** 27 Ind (3) (3/1/12)

**A26.19:** Gordon (commands 1/12), Repl (3/1/12), 2 Mass (7) (3/1/12)

**A27.20:** 125 Penn (7) (1/1/12)

**A28.20:** 124 Penn (10) (1/1/12)

**A29.20:** Knap Battery (Depleted Shell) (12 Corps)

**A29.21:** 3 Wisc (1) (3/1/12)

**A30.21:** Sumner, Franklin, 6 Corps HQ, Williams (commands 12 Corps), 12 Corps HQ, Greene

**A29.22:** 107 NY (9) (3/1/12)

**A29.23:** 13 NJ (8) (3/1/12)

**A29.25:** Pettit Battery (1/2)

**A32.22:** Repl (1/2/12), 5 Ohio (2), 66 Ohio (1), 28 Penn-a (3), 28 Penn-b (2) (1/2/12)

**A33.22:** Stainrook, 3 Md (2), 102 NY (2), 111 Penn (1) (2/2/12)

**A33.23:** Bruen Battery (Depleted Shell) (12 Corps)

**A34.21:** Repl (3/2/12), 3 Del (2), Purnell Lgn (3), 60 NY (4), 78 NY (3) (3/2/12)

**A35.29:** Tompkins Battery (2/2)

**A42.23:** Muhlenberg Battery (12 Corps)

**A43.23:** Woodruff Battery (2/2)

**A55.26:** Robinson Battery (12 Corps)

**A54.24:** McGilvery-a Battery, McGilvery-b Battery (12 Corps)

**A40.15:** Repl (3/3/2), 1 Del-a (4), 1 Del-b (2), 5 Md (4), 4 NY (4) (3/3/2)

**A39.13:** 8 Penn Cav (Cav)

**A30.15:** 132 Penn-a (5), 132 Penn-b (4) (1/3/2)

**A28.14:** Kimball, 14 Ind (1), 8 Ohio (2) (1/3/2)

**A29.14:** 7 Va (1) (1/3/2)

**A23.12:** 33 NY (6), 77 NY (3) (3/2/6)

**A23.11:** Irwin, 20 NY-b (3), 49 NY (4) (3/2/6)

**A24.10:** 7 Maine (1), 20 NY-a (5) (3/2/6)

**A26.09:** Brooks, 3 Vt, 4 Vt (2/2/6)

**A27.09:** 5 Vt, 6 Vt (2/2/6)

**A27.10:** 2 Vt (2/2/6)

**A29.12:** Owen Battery (3/2)

**A30.10:** 53 Penn (5) (3/1/2)

**A30.11:** 130 Penn-a (4) (2/3/2)

**A31.11:** French, Command "A" HQ, 130 Penn-b (3) (2/3/2)



**A29.08:** 2 Del (4), 57 NY (2) (3/1/2)  
**A30.07:** Brooke, 52 NY (1), 66 NY (3) (3/1/2)  
**A31.07:** Repl (Irish/1/2), 29 Mass (7), 63 NY (1), 69 NY (1), 88 NY (3) (Irish/1/2)  
**A32.05:** Graham Battery (Res Arty)  
**A33.04:** 7 NY (3), 61&64 NY (5) (1/1/2)  
**A33.05:** Caldwell (commands 1/2), Repl (1/1/2), 5 NH (3), 81 Penn (4) (1/1/2)  
**A34.06:** 108 NY-a (4), 108 NY-b (3) (2/3/2)  
**A33.07:** 14 Conn-b (4) (2/3/2)  
**A33.08:** Morris, Command "B" HQ, 14 Conn-a (5) (2/3/2)  
**A53.13:** McClellan, Porter, A Potomac HQ  
**A52.10:** Hays, Wever Battery (Arty Res)  
**A52.09:** Langner Battery (Arty Res)  
**A53.09:** 118 Penn-a, 118 Penn-b (1/1/5)  
**A53.08:** Morell, Barnes, 18 Maine, 1 Mich, 25 NY (1/1/5)  
**A52.07:** 2 Maine, 2 Mass SS, 18 Mass, 22 Mass, 13 NY (1/1/5)  
**A52.06:** Stockton, 12 NY, 83 Penn (3/1/5)  
**A51.08:** Martin Battery (1/5)  
**A50.07:** Hazlett-a Battery, Hazlett-b Battery (1/5)  
**A51.07:** 20 Maine-a, 20 Maine-b (3/1/5)  
**A51.06:** Brady SS, 16 Mich, 17 NY, 44 NY (3/1/5)  
**A51.05:** 62 Penn (2/1/5)  
**A50.05:** Griffin, 4 Mich, 9 Mass (2/1/5)  
**A50.04:** 2 DC, 32 Mass (2/1/5)  
**A49.06:** Waterman Battery (1/5)  
**A48.04:** Kusserow Battery (Res Arty)  
**A51.03:** 1 USSS-a, 1 USSS-b, 1 USSS-c (1/5)  
**A50.01:** 5 Corps HQ  
**B52.33:** Miller Battery (Res Arty)  
**B52.32:** Reed Battery (2/5)  
**A47.01:** 3 US (1/2/5)  
**B47.34:** Sykes, Buchanan, 4 US (1/2/5)  
**B48.33:** 1/14 US, 2/14 US (1/2/5)  
**B47.33:** 2/12 US (1/2/5)  
**B47.30:** Lovell, 1&6 US (2/2/5)  
**B46.28:** 11 US (2/2/5)  
**B45.28:** 17 US (2/2/5)  
**B43.30:** Kleiser Battery (Res Arty)  
**B42.29:** Weed Battery (2/5)  
**B41.27:** Taft Battery (Res Arty)  
**B50.25:** Randol Battery (2/5)  
**B51.24:** Warren, 5 NY, 10 NY (3/2/5)  
**B34.31:** 4 Penn-b Cav (Cav)  
**B34.32:** 4 Penn-a Cav (Cav)  
**B35.32:** Hains Battery (Cav)  
**B35.34:** Tidball Battery (Cav)  
**B36.29:** 2&10 US (7) (2/2/5)  
**B37.28:** 1/12 US (1/2/5)  
**B36.31:** Gibson Battery (Cav)  
**B38.31:** Robertson Battery (Cav)  
**B39.33:** 8 Ill Cav, 3 Ind Cav (Cav)  
**B39.34:** 5 US-a Cav, 5 US-b Cav (Cav)

**B40.33:** 1 Mass-a Cav, 1 Mass-b Cav, 6 Penn (-) Cav (Cav)  
**B41.34:** Pleasonton, Cav Div HQ  
**B51.22:** 100 Penn (2/1/9)  
**B50.21:** 45 Penn (2/1/9)  
**B50.22:** 50 Penn (1/1/9)  
**B49.21:** Willcox, Welsh, 8 Mich, 46 NY (2/1/9)  
**B49.22:** 28 Mass, 79 NY (1/1/9)  
**B48.21:** Christ, 17 Mich (1/1/9)  
**B45.19:** Benjamin Battery (1/9)  
**B43.15:** McMullin Battery (1/K/9)  
**B44.15:** Roemer Battery (9 Corps)  
**B44.16:** Muhlenberg Battery (3/9)  
**B44.18:** Burnside, Cook Battery (1/9)  
**B43.21:** 11 Conn (3) (2/3/9)  
**B42.20:** Crook, 11 Ohio (2/K/9)  
**B41.21:** 36 Ohio-a, 36 Ohio-b (2/K/9)  
**B39.20:** 9 NH-a (6) (1/2/9)  
**B39.19:** 9 NH-b (4) (1/2/9)  
**B38.21:** 48 Penn (6) (1/2/9)  
**B38.20:** 28 Ohio-b (2/K/9)  
**B37.22:** Clark Battery (2/9)  
**B37.21:** Cox, Sturgis, 9 Corps HQ, Simmonds-a Battery, Simmonds-b Battery (2/K/9)  
**B38.18:** Nagle, 6 NH (2) (1/2/9)  
**B37.20:** 35 Mass-b (2/2/9)  
**B37.18:** 2 Md (1) (1/2/9)  
**B36.21:** Durell Battery (2/9)  
**B36.20:** 28 Ohio-a (2/K/9)  
**B36.19:** Ferrero, 35 Mass-a (2/2/9)  
**B36.18:** 21 Mass (2/2/9)  
**B35.18:** 51 NY (4) (2/2/9)  
**B34.18:** 51 Penn (3) (2/2/9)  
**B36.05:** 12 Ohio (1/K/9)  
**B35.06:** 30 Ohio (1/K/9)  
**B34.05:** Scammon, Ewing, 23 Ohio (1/K/9)  
**B32.04:** 4 RI (2/3/9)  
**B31.04:** Harland, 16 Conn-a, 16 Conn-b (2/3/9)  
**B30.04:** 8 Conn (2/3/9), Whiting Battery (3/9)  
**B31.06:** 89 NY (1/3/9), Command "C" HQ  
**B31.07:** Rodman, 103 NY (1/3/9)  
**B32.07:** Fairchild, 9 NY (1/3/9)

#### Artillery Ammunition:

##### Main Supply Trains (Entry Area F):

Shell: 60, Canister: 42

##### Forward Supply Trains (Entry Areas C or D):

Shell: 21, Canister: 7

##### hR Ammunition:

Shell: 6, Canister: 8

#### Orders:

- 1) 8 Penn Cav (Cav) must remain in A39.13 unless given other orders.
- 2) 3/2 is Command "A".
- 3) 1/2 is Command "B".
- 4) Graham Battery (Res Arty) in A32.05 must move to and be posted at A33.06.
- 5) 9<sup>th</sup> Corps (less the troops assigned to Command "C" below) is to attack to capture the Lower Bridge and sieze the ground east of 30.xx (inclusive) south of the Lower Bridge Road. (Attack)
- 6) 3/9 plus 1/K/9 is Command "C". It is to cross the Antietam at Snavely's Ford and attack any Confederate troops east of 30.xx (inclusive) south of the Lower Bridge Road. (Attack)
- 7) No other Union units have accepted orders.

**Reinforcements:** Use Union Order of Arrival

#### Confederate Information

##### Special Rules:

- 7 Va Cav is attached to Fitz Lee's Bde.
- 13 Va (Erly/Ewell) can be outside its brigade Command Radius provided it traces directly to Stuart's Division HQ.
- The Repl in charge of Jackson's Division is Col. Grigsby, commander of the Stonewall Brigade. Technically, he ranks Warren but is inside the Stonewall Consolidated Brigade, so the Repl stand in is done here to avoid the historical inaccuracy of having Warren in command.
- Early commands Ewell's Division which at this point consists of only his own brigade (and gets no Repl leader as a result). That force is cooperating with McLaws and Walker to attack. Erly/Ewell traces Command Radius to McL Division HQ.
- The rest of Ewell's Division, without Erly/Ewell and its commander, is to remain in place until ordered otherwise.
- Cobb/McL has wandered away from its division and is now operating as part of D.H. Hill's Division and draws Command Radius to its HQ.
- J.R. Cooke (3.5) controls 3 Ark and 27 NC (W/Walker)

##### Set Up:

**A6.24:** 5 Va-b Cav (Fitz Lee)  
**A6.23:** 5 Va-a Cav (Fitz Lee)  
**A5.23:** 3 Va Cav, 4 Va Cav (Fitz Lee)  
**A4.22:** Pelham-a Battery, Pelham-b Battery, Pelham-c Battery (Cavalry)  
**A5.22:** Fitz Lee, Fitz Lee HQ, 1 Va Cav, 9 Va Cav (Fitz Lee)

**A7.23:** 7 Va-c Cav (Robertson)  
**A7.22:** 7 Va-b Cav (Robertson)  
**A7.21:** 7 Va-a Cav (Robertson)  
**A7.20:** Stuart, Cavalry Div HQ  
**A9.24:** Raine Battery (Shumaker)  
**A9.22:** Poague Battery (Shumaker)  
**A10.20:** 10 Va Cav (Hampton)  
**A10.19:** Davis Lgn Cav (Hampton)  
**A11.20:** 2 SC Cav (Hampton)  
**A11.19:** D'Aquin Battery (Courtney)  
**A12.19:** Hampton, Hampton Bde HQ, 1 NC Cav (Hampton)  
**A11.17:** 13 Va (Erly/Ewell)  
**A13.19:** Cobb Lgn Cav (Hampton)  
**A15.19:** 24 NC (4) (Ran/Walker)  
**A10.14:** Brcknbrgh Battery (Shumaker)  
**A13.14:** Carpenter Battery (2) (Shumaker)  
**A15.18:** 13 Miss (1), 17 Miss (1) (Bark/McL)  
**A15.17:** Barksdale, 18 Miss (2), 21 Miss (1) (Bark/McL)  
**A17.17:** 25 Va (3), 31 Va, 44 Va (3) (Erly/Ewell)  
**A17.16:** Early, 49 Va (2), 52 Va (3), 58 Va (Erly/Ewell)  
**A16.16:** Ransom (Ran/Walker)  
**A17.15:** Jackson, McLaws, J.G. Walker, 25 NC (8), 35 Va (7) (Ran/Walker)  
**A17.14:** 49 NC (5) (Ran/Walker)  
**A17.13:** 46 NC (3) (W/Walker)  
**A15.16:** Armistead Consolidated Bde (Andrsn)  
**A16.13:** McL Div HQ, Walker Div HQ  
**A14.15:** Repl (S/Jacksn), Stonewall Consolidated Bde (2) (Jacksn), 9 La (1), 10 La (1), 15 La (1) (S/Jacksn)  
**A14.14:** Repl (Jacksn), Jacksn Div HQ, Warren, 23 Va (2), 37 Va (1), 47 Va (2), 48 Va (1) (T/Jacksn)  
**A16.11:** Hays, 7 La (1) (Hays/Ewell)  
**A17.11:** Hood, Hood Div HQ, Wofford, 18 Ga (1), 4 Tex (1) (Tex/Hood), 4 Ala (4), 6 NC (2) (Law/Hood)  
**A18.10:** Law, 2 Miss (2), 11 Miss (3) (Law/Hood), 5 Tex (2) (Tex/Hood)  
**A13.12:** 3 SC (2) (Kshaw/McL)  
**A9.11:** McCarthy Battery (Cabell)  
**A12.11:** Garber Battery (Courtney), Ross Battery (Cutts)  
**A12.10:** Semmes, 53 Ga (3), 15 Va (1) (Sem/McL)  
**A14.09:** French Battery (Depleted Shell), Branch Battery (Depleted Shell) (Walker)  
**A15.10:** Repl (W/Walker), 48 NC-a (5), 48 NC-b (4) (W/Walker)  
**A19.08:** 27 NC (2) (W/Walker)  
**A20.07:** J.R. Cooke, 3 Ark (2) (W/Walker)  
**A21.07:** Sanders, Cobb Lgn (1), 15 NC (1) (Cobb/McL)  
**A16.07:** 30 Va (1) (W/Walker)  
**A14.07:** Read Battery (Cabell)

**A14.06:** Kershaw, 2 SC (1) (Kshaw/McL)  
**A14.05:** 7 SC (1) (Kshaw/McL)  
**A18.05:** Macon Battery (Cabell)  
**A18.04:** Peyton Battery (Jones)  
**A22.04:** G.T. Andrsn, 7 Ga (A/Jns)  
**A22.03:** 9 Ga (2) (A/Jns)  
**A12.02:** Manly Battery (Cabell)  
**A13.01:** Repl (L/Ewell), 13 Ga (1), 60 Ga (1), 61 Ga (2) (L/Ewell)  
**A14.03:** Lane-a Battery, Lane-b Battery (Cutts)  
**A15.03:** Lee (ANVa)  
**A14.01:** J.A. Walker, 21 Ga, 21 NC (Trim/Ewell)  
**B14.34:** Ewell Div HQ  
**A17.01:** Pierson Arty Bn HQ  
**A18.02:** Carter Battery (Pierson)  
**A18.01:** Maurin Battery (Andrsn)  
**B18.34:** Pierson, Hardaway-a Battery, Hardaway-b Battery (Pierson)  
**A22.01:** Longstreet  
**B22.34:** Posey, 16 Miss (2) (Fthr/Andrsn), 10 Ala (1) (Wlcx/Andrsn)  
**B23.34:** Pryor (commands Andrsn Div), Andrsn Div HQ, Cumming, 9 Ala (1) (Wlcx/Andrsn)  
**B23.33:** Ad Hoc-d Rgt  
**A25.03:** Rodes, 6 Ala (1) (Rodes/Hill), McRae, 20 NC (1) (Grld/Hill)  
**A26.02:** D.H. Hill, Hill Div HQ, Ad Hoc-b Rgt  
**A27.01:** Bondurant Battery (Pierson)  
**B28.34:** Boyce Battery (2) (Evans)  
**B28.32:** Turner Battery, Wimbish Battery (Jones)  
**B28.31:** Page Battery (Jones)  
**B29.32:** Evans, Evans Consolidated Bde (Evans)  
**B31.28:** 17 SC (Evans)  
**B31.27:** Holcombe Lgn (Evans)  
**B30.23:** 1 Ga Reg (3) (A/Jns)  
**B29.23:** Richardsn Battery (Wshngtn)  
**B12.30:** Repl (Rip/Hill), 1 NC (1), 3 NC-a (1), 4 Ga (1), 44 Ga (1) (Rip/Hill)  
**B17.30:** Lloyd Battery (Any)  
**B7.24:** Army NVa HQ  
**B4.25:** Wooding Battery (2) (Depleted Shell) (Shumaker)  
**B4.23:** Patterson Battery (1) (Depleted Shell, Depleted Cannister), Blackshear Battery (Depleted Shell) (Cutts)  
**B3.23:** Moody-b Battery (Depleted Shell) (S.D. Lee)  
**B21.28:** Ad Hoc-a Rgt, Ad Hoc-c Rgt  
**B23.28:** Jns Div HQ, Evans Bde HQ, Wshngtn Arty Bn HQ  
**B25.28:** Walton, Squires Battery (Wshngtn)  
**B26.27:** D.R. Jones, Frobel, Bachman Battery (Frobel)  
**B26.26:** Garden Battery (Frobel)  
**B25.27:** Pickett Consolidated Bde (Jns)

**B24.26:** Frobel Arty Bn HQ  
**B23.23:** Jos. Walker, 1 SC Vol, 5 SC, 6 SC (J/Jns)  
**B23.22:** 2 SC Rifles, 4 SC Bn, Palmetto (J/Jns)  
**B23.21:** Drayton, Philps Lgn, 51 Ga, 15 SC (D/Jns)  
**B23.20:** Kemper Consolidated Bde (Jns)  
**B27.20:** Brown Battery (Jns)  
**B29.14:** Toombs, Toombs Div HQ, Benning, 2 Ga (1), 20 Ga (3) (T/Jns)  
**B32.12:** 50 Ga (1) (D/Jns)  
**B25.10:** Eshleman Battery (2) (Wshngtn)  
**B20.17:** 17 Ga (T/Jns)  
**B20.16:** 15 Ga (T/Jns)  
**B20.15:** 11 Ga (A/Jns)  
**B22.07:** Picket-a (Robertson)  
**B22.05:** Picket-b (Robertson)  
**B21.05:** Munford, Robertson Cav Bde HQ  
**B22.04:** Picket-c (Robertson)  
**B23.02:** Picket-d (Robertson)

#### Turn Record Track (Returning Artillery)

**3:00 p.m.:** S.D. Lee, S.D. Lee Artillery HQ, Elliott Battery (2), Eubank Battery, Jordan Battery (3), Moody-a Battery, Parker Battery (2), Woolfolk Battery (1) (S.D. Lee), Miller Battery (3) (Wshngtn)

#### Artillery Ammunition:

##### Artillery Ammo Reserve Trains (Entry Area K):

Shell: 11, Canister: 12

## Orders:

- 1) Toombs is assigned to command using his HQ and rule 3.4a:  
50 Ga (D/Jns)  
Benning, 2 Ga, 15 Ga, 17 Ga, 20 Ga (T/Jns)  
11 Ga (A/Jns)
- 2) The following units are assigned to Stuart's Cav Div until ordered otherwise:  
Fitz Lee's Cav Bde (all)  
Hampton's Cav Bde (all)  
7 Va Cav (all) (Robertson)  
Branch Battery, French Battery (Walker)  
Poague Battery, Raine Battery (Shumaker)  
D'Aquin Battery (Courtney)  
13 Va (Erly/Ewell)
- 3) J.R. Cooke commands 3 Ark and 27 NC (W/Walker)
- 4) Branch Battery and French Battery (Walker) are to move to A2.18 and await posting from Stuart. *Historically, these two batteries tried to get into position in the vicinity of A12.26, but were rapidly forced to withdraw.*
- 5) McLaws, Walker, Erly/Ewell are to attack the West Woods and destroy the Union forces in the woods and west of the Hagarstown Pike. (Attack)
- 6) A/Jns (-) is assigned to McLaws Division.
- 7) 1 Ga Reg (A/Jns) is assigned to Evans Bde.
- 8) Rip/Hill has been ordered to move to B12.30. It is now tracing Command Radius to Ewell Div HQ.
- 9) Armistead's Bde (Andrsn) is assigned to McLaws' Division.
- 10) Richardsn Battery (Wshngtn) is to post itself in B21.16.
- 11) Toombs' Division is to move to B21.17. (Move)
- 12) No other Confederate units have accepted orders.

**Reinforcements:** Use Confederate Order of Arrival

## Victory Conditions

Use the Victory Conditions in rule 1.2.

## 5.4 The Day After...

*This scenario begins on the morning of the day after the Battle of Antietam. Historically, some Union troops shifted position (much of that has already happened) The day got off to a slow start as McClellan awaited the arrival of new troops (Humphrey's Division), went to visit Burnside to determine what could be done on the Union left (he agreed to support Burnside with parts of 5th Corps, but with the caveat that these troops stay east of the creek), and finally to hold a meeting with Franklin, Sumner and Williams at the edge of the East Woods to determine if an attack was feasible. Now it's your chance to see if it was...*

*McClellan for his part was bed ridden with dysentery by mid day. If anything is to happen, now is the time.*

### Options to Explore:

- The whole scenario is an option to see if an attack on the 18<sup>th</sup> was a workable proposition or if McClellan was right in deciding not to do so. Both armies are exceedingly depleted.
- Was Lee correct in standing his ground on the 18<sup>th</sup>, or should he have withdrawn on the night of the 17<sup>th</sup>? Ignoring the matter of McClellan's timidity, did he correctly assess the remaining potential of the Army of the Potomac or did he risk it all in a foolish gamble?

## General Information

**Map Area:** All

**First Turn:** 9:00 a.m. Sept 18th

**Last Turn:** Variable based on the weather, see 1.3a

**Total Game Length:** Variable but at least 23 turns and no more than 36.

**First Player:** Confederate

- Units not listed have either not yet arrived or are already destroyed.
- After each unit is the current strength in parenthesis, if there is no entry, the unit is at full strength.

## Union Information

### Special Rules:

- In violation of seniority, Meade is the acting commander of 1<sup>st</sup> Corps. This was done by the order of Hooker when he was carried off the field.
- French's Division (3/2) is Command A.
- 1/2 is Command B (currently commanded by Hancock)

## Set Up:

**A18.35:** Magilton, 3 Penn Res (4), 4 Penn Res (3), 7 Penn Res (3), 8 Penn Res (4) (2/3/1)

**A19.35:** Anderson, 9 Penn Res (3), 10 Penn Res, 11 Penn Res (3), 12 Penn Res (3) (3/3/1)

**A20.35:** Seymour (commands 3/1), Repl (1/3/1), 5 Penn Res, 6 Penn Res (3) (1/3/1)

**A21.35:** 1 Penn Res (2), 2 Penn Res (1), 13 Penn Res (1) (1/3/1)

**A18.33:** Duryée, 97 NY (2), 104 NY (3), 105 NY (3), 107 NY (2) (1/2/1)

**A17.32:** 13 Mass (4) (3/2/1)

**A17.33:** 83 NY (4) (3/2/1)

**A19.33:** Repl (2/2/1), 26 NY (1), 94 NY, 88 Penn (2), 90 Penn (2) (2/2/1)

**A20.32:** Ricketts, Repl (3/2/1), 12 Mass (2), 11 Penn (2) (3/2/1)

**A20.30:** Cooper Battery, Simpson Battery (3/1)

**A20.29:** Monroe Battery (5), Reynolds Battery (1/1)

**A21.31:** Hoffman, 7 Ind, 76 NY, 95 NY, 56 Penn (2/1/1)

**A21.30:** Meade (commands 1<sup>st</sup> Corps), Doubleday, 1 Corps HQ

**A21.29:** Campbell Battery, Edgell Battery (1/1)

**A22.30:** Patrick, 20 NYSM (1), 21 NY (3), 23 NY (4), 35 NY (3) (3/1/1)

**A22.29:** Gibbon, 19 Ind (2), 2 Wisc (4), 6 Wisc (3), 7 Wisc (3) (Iron/1/1)

**A22.27:** Ransom Battery (3/1)

**A19.28:** 1 Minn (7) (1/2/2)

**A20.27:** Gorman, 15 Mass (2) (1/2/2)

**A21.28:** Hampton Battery (12 Corps)

**A21.27:** 34 NY (1), 82 NY (3) (1/2/2)

**A23.31:** Phelps Consolidate Bde (3), 2 USSS-a (1) (1/1)

**A23.30:** Thompson Battery (2/1)

**A24.30:** 69 Penn (7) (Philly/2/2)

**A24.29:** 71 Penn (6), 106 Penn (8) (Philly/2/2)

**A24.28:** Howard (commands 2/2), Repl (Philly/2/2), 72 Penn-a (4), 72 Penn-b (3) (Philly/2/2)

**A24.27:** Repl (3/2/2), 19 Mass (4), 20 Mass (4) (3/2/2)

**A24.26:** 42 NY (1), 59 NY (1), 7 Mich (1) (3/2/2)

**A22.24:** 49 Penn (1/2/6)

**A22.23:** Cowen Battery (2/6)

**A22.22:** 137 Penn-a, 137 Penn-b (1/2/6)

**A22.21:** Hazard Battery (3/2)

**A23.24:** 43 NY (1/2/6)

**A24.24:** 46 Penn (2) (1/1/12)

**A25.25:** 10 Maine (4) (1/1/12)

**A25.24:** Repl (1/1/12), 128 Penn (8) (1/1/12)

**A26.25:** Matthews Battery (Depleted Canister (2/1)



- A27.27:** 2 Corps HQ  
**A29.25:** Pettit Battery (1/2)  
**A24.22:** 27 NY (2/1/6)  
**A23.22:** Repl (1/2/6), 5 Wisc (1/2/6)  
**A35.29:** Tompkins Battery (2/2)  
**A23.21:** 6 Maine (1/2/6)  
**A23.20:** Vanneman Battery (2/6)  
**A24.21:** Bartlett, 16 NY, 96 Penn (2/1/6)  
**A24.19:** 31 NY (3/1/6)  
**A24.18:** 32 NY (3/1/6)  
**A24.17:** Newton, 18 NY, 95 Penn (8) (3/1/6)  
**A24.16:** 3 NJ (1/1/6)  
**A24.15:** Porter Battery (1/6)  
**A25.21:** 5 Maine (2/1/6)  
**A26.20:** 27 Ind (4) (3/1/12)  
**A26.19:** Gordon (commands 1/12), Repl (3/1/12), 2 Mass (8) (3/1/12)  
**A27.20:** 125 Penn (7) (1/1/12)  
**A28.20:** 124 Penn (10) (1/1/12)  
**A29.20:** Knap Battery (Depleted Shell) (12 Corps)  
**A29.21:** 3 Wisc (3) (3/1/12)  
**A29.22:** 107 NY (9) (3/1/12)  
**A29.23:** 13 NJ (8) (3/1/12)  
**A30.21:** McClellan, Williams (commands 12 Corps), Sumner (2 Corps), Franklin (6 Corps), Greene (2/12), 6 Corps HQ, 12 Corps HQ  
**A32.22:** Repl (1/2/12), 5 Ohio (3), 7 Ohio (1), 66 Ohio (1) (1/2/12)  
**A32.23:** 28 Penn-a (4), 28 Penn-b (4) (1/2/12)  
**A33.22:** Stainrook, 3 Md (2), 102 NY (2), 111 Penn (2) (2/2/12)  
**A33.23:** Bruen Battery (Depleted Shell), Cothran Battery (Depleted Canister, Depleted Shell) (12 Corps)  
**A34.21:** Repl (3/2/12), 3 Del (2), Purnell Lgn (3), 60 NY (4), 78 NY (3) (3/2/12)  
**A42.23:** Muhlenberg Battery (12 Corps)  
**A52.25:** Frank Battery (Depleted Shell) (3/2)  
**A54.24:** McGilvery-a Battery, McGilvery-b Battery (12 Corps)  
**A55.26:** Robinson Battery (12 Corps)  
**A28.18:** Hexamer Battery (Depleted Shell) (1/6)  
**A25.16:** Slocum, W.F. Smith, Torbert, 1 NJ (1/1/6)  
**A25.15:** Wolcott-a Battery, Wolcott-b Battery (1/6)  
**A26.16:** 4 NJ (1/1/6)  
**A26.15:** 2 NJ (7) (1/1/6)  
**A26.14:** Martin Battery (2/6)  
**A28.14:** Kimball, 14 Ind (2), 8 Ohio (3) (1/3/2)  
**A29.14:** 7 Va (3) (1/3/2)  
**A30.15:** 132 Penn-a (5), 132 Penn-b (4) (1/3/2)  
**A39.16:** Graham Battery (Res Arty)  
**A40.15:** 5 Md (6), 4 NY (5) (3/3/2)  
**A41.15:** Repl (3/3/2), 1 Del-a (4), 1 Del-b (3) (3/3/2)
- A23.12:** 33 NY (7), 77 NY (3) (3/2/6)  
**A23.11:** Irwin, 20 NY-a (6), 49 NY (4) (3/2/6)  
**A24.10:** 7 Maine (2), 20 NY-b (4) (3/2/6)  
**A25.10:** Williston Battery (1/6)  
**A26.09:** Brooks, 3 Vt, 4 Vt (2/2/6)  
**A27.10:** 2 Vt (2/2/6)  
**A27.09:** 5 Vt, 6 Vt (6) (2/2/6)  
**A28.08:** Owen Battery (3/2)  
**A29.08:** Brooke, 53 Penn (5), 52 NY (1), 66 NY (4) (3/1/2)  
**A30.07:** 2 Del (4), 57 NY (3) (3/1/12)  
**A31.07:** Repl (Irish/1/2), 29 Mass (7), 88 NY (4) (Irish/1/2)  
**A30.11:** 130 Penn-b (3) (2/3/2)  
**A31.11:** French, Cmd A Div HQ, 130 Penn-a (4) (2/3/2)  
**A33.09:** Thomas Battery (Depleted Shell) (1/2)  
**A32.07:** 63 NY (2), 69 NY (3) (Irish/1/2)  
**A33.08:** Cmd B Div HQ  
**A32.06:** 14 Conn-b (4) (2/3/2)  
**A32.05:** Hancock (commands 1/2), 14 Conn-a (5) (2/3/2), Woodruff Battery (Depleted Shell, Depleted Canister) (2/2)  
**A33.05:** Caldwell, 81 Penn (4), 5 NH (4) (1/1/2)  
**A33.04:** 7 NY (3), 61 & 64 NY (7) (1/1/2)  
**A34.03:** Morris, 108 NY-a (4), 108 NY-b (3) (2/3/2)  
**A60.19:** 1 NY-a, 1 NY-b (Cav)  
**A60.18:** 3 Ind, 8 Penn (Cav)  
**A61.18:** Gibson Battery (Depleted Shell) (Cav)  
**A59.18:** 8 Ill (Cav)  
**A60.17:** 1 Mass-a, 1 Mass-b, 6 Penn (-) (Cav)  
**A59.17:** 4 Penn-a, 4 Penn-b (2), 5 US-a, 5 US-b (Cav)  
**A60.16:** Robertson Battery (Depleted Shell), Tidball Battery (Cav)  
**A61.17:** Pleasonton, Cav Div HQ, Hains Battery (Depleted Shell) (Cav)  
**A53.13:** Porter, Humphreys (3/5), A Potomac HQ  
**A54.11:** 133 Penn-a, 133 Penn-b (2/3/5)  
**A54.10:** Allabach, 131 Penn (2/3/5)  
**A54.09:** 123 Penn (2/3/5)  
**A53.09:** 155 Penn-a, 155 Penn-b (2/3/5)  
**A52.10:** Hays (Arty Res), Wever Battery (Depleted Shell) (Res Arty)  
**A52.09:** Langer Battery (Depleted Shell) (Res Arty)  
**A51.07:** 91 Penn (1/3/5)  
**A51.06:** Tyler, 126 Penn (1/3/5)  
**A49.07:** Robinson Battery (3/5)  
**A50.05:** 129 Penn (1/3/5)  
**A50.04:** 134 Penn-a, 134 Penn-b (1/3/5)  
**A48.05:** Barnes Battery (3/5)  
**A48.04:** Kusserow Battery (Depleted Shell) (Res Arty)  
**A50.01:** Morell (1/5), 5 Corps HQ
- B52.33:** Miller Battery (Res Arty)  
**B52.32:** Reed Battery (Depleted Shell) (2/5)  
**A47.01:** 3 US (1/2/5)  
**B48.33:** 1/14 US, 2/14 US (1/2/5)  
**B47.34:** Sykes, Buchanan, 4 US (5) (1/2/5)  
**B47.33:** 1/12 US, 2/12 US (1/2/5)  
**B47.32:** 2&10 US (7) (2/2/5)  
**B43.30:** Kleiser Battery (Depleted Shell) (Res Arty)  
**B42.29:** Weed Battery (2/5)  
**B41.27:** Taft Battery (Depleted Shell) (Res Arty)  
**A40.01:** 118 Penn-b (1/1/5)  
**B40.34:** 118 Penn-a (1/1/5)  
**B39.33:** Barnes, 2 Maine, 25 NY (1/1/5)  
**A37.01:** 1 Mich (1/1/5)  
**B37.34:** 18 Mass (1/1/5)  
**B37.33:** 13 NY (1/1/5)  
**B37.32:** 18 Maine, 22 Mass (1/1/5)  
**B37.30:** 2 Mass SS (1/1/5)  
**B47.30:** Lovell, 1&6 US (2/2/5)  
**B48.27:** Whiting Battery (Depleted Shell) (3/9)  
**B51.27:** Warren, 5 NY, 10 NY (3/2/5)  
**B50.25:** Randol Battery (2/5)  
**B47.28:** 16 Conn-a (3), 16 Conn-b (3) (2/3/9)  
**B47.27:** Repl (2/3/9), 8 Conn (4), 11 Conn (5), 4 RI (2) (2/3/9)  
**B46.28:** 11 US (2/2/5)  
**B45.28:** 17 US (2/2/5)  
**B46.25:** 17 NY, 44 NY (3/1/5)  
**B46.24:** 12 NY, 83 Penn (3/1/5)  
**B46.23:** 20 Maine-a, 20 Maine-b (3/1/5)  
**B46.22:** Hazlett-a Battery, Hazlett-b Battery, Martin Battery, Waterman Battery (1/5)  
**B45.23:** Stockton, Brady SS, 16 Mich (3/1/5)  
**B45.22:** Griffin, 9 Mass, 32 Mass (2/1/5)  
**B44.21:** 2 DC (2/1/5)  
**B43.22:** 4 Mich (2/1/5)  
**B43.21:** 62 Penn (2/1/5)  
**B43.20:** 1 USSS-a, 1 USSS-b, 1 USSS-c (1/5)  
**B44.16:** Benjamin Battery (Depleted Shell) (1/9)  
**B44.15:** Roemer Battery (Depleted Shell) (9 Corps)  
**B43.15:** McMillin Battery (1/K/9)  
**B40.21:** Simmonds-a Battery (Depleted Shell), Simmonds-b Battery (Depleted Shell) (2/K/9)  
**B39.21:** Clark Battery (Depleted Shell), Durell Battery (Depleted Shell) (2/9)  
**B38.17:** Harland (commanding 3/9)  
**B34.22:** 17 Mich (7) (1/1/9)  
**B33.23:** 79 NY (5) (1/1/9)  
**B33.22:** Willcox, Christ, 28 Mass (3), 50 Penn (5) (1/1/9)  
**B33.21:** 100 Penn (2/1/9)

**B33.20:** Welsh, 46 NY (5), 45 Penn (10) (2/1/9)  
**B33.19:** 8 Mich (8) (2/1/9)  
**B34.16:** Fairchild, 9 NY (2), 89 NY (4), 103 NY (1) (1/3/9)  
**B32.19:** Burnside, Cox, 9 Corps HQ  
**B31.21:** 11 Ohio (8) (2/K/9)  
**B30.21:** 36 Ohio-a, 36 Ohio-b (7) (2/K/9)  
**B30.20:** Crook, 28 Ohio-a, 28 Ohio-b (7) (2/K/9)  
**B30.19:** Ferrero, 35 Mass-a (3) (2/2/9)  
**B30.18:** 35 Mass-b (2) (2/2/9)  
**B30.17:** 30 Ohio (5) (1/K/9)  
**B30.16:** Scammon, Ewing, 23 Ohio (5) (1/K/9)  
**B30.15:** 12 Ohio (2) (1/K/9)  
**B31.18:** 21 Mass (2) (2/2/9)  
**B31.17:** 51 NY (4) (2/2/9)  
**B31.16:** 51 Penn (3) (2/2/9)  
**B31.15:** Nagle, 9 NH-b (5) (1/2/9), Cook Battery (1/9)  
**B32.14:** Sturgis, 9 NH-a (7) (1/2/9)  
**B33.15:** 2 Md (1), 6 NH (2), 48 Penn (6) (1/2/9)  
**B33.14:** Muhlenberg Battery (3/9)

#### Artillery Ammunition:

##### Main Supply Trains

##### (Entry Area F):

Shell: 20, Canister: 14

##### Forward Supply Trains

##### (Entry Areas C or D):

None

##### hR Ammunition:

None

#### Orders:

- 1) No other Union units have accepted orders.

**Reinforcements:** Use Union Order of Arrival

## Confederate Information

#### Special Rules:

- 7 Va Cav is attached to Fitz Lee's Bde.
- The Repl in charge of Jackson's Division is Col. Grigsby, commander of the Stonewall Brigade. Technically, he ranks Warren but is inside the Stonewall Consolidated Brigade, so the Repl stand in is done here to avoid the historical inaccuracy of having Warren in command.
- Armistead Consolidated Bde is attached to Ewell's Division.
- 46 NC (W/Walker) is attached to Ran/Walker
- J.R. Cooke (3.5) controls 3 Ark and 27 NC (W/Walker)
- Use the "Red" version of A.P. Hill's Light Division.

#### Set Up:

**A2.21:** 5 Va-b (Fitz Lee)  
**A5.21:** 5 Va-a (Fitz Lee)  
**A1.19:** 9 Va (Fitz Lee)  
**A2.18:** Fitz Lee, Fitz Lee Bde HQ  
**A3.18:** 4 Va (Fitz Lee)  
**A4.18:** 1 Va, 3 Va (Fitz Lee)  
**A6.19:** Pelham-c Battery (Cavalry)  
**A7.19:** Pelham-b Battery (Cavalry)  
**A7.20:** 7 Va-b (Robertson)  
**A8.20:** 7 Va-a (Robertson)  
**A9.19:** Pelham-a Battery (Cavalry)  
**A9.20:** 7 Va-c (Robertson)  
**A7.17:** Davis Lgn, 1 NC, 10 Va (Hampton)  
**A11.20:** 2 SC (Hampton)  
**A11.18:** Hampton, Hampton Bde HQ  
**A13.20:** Cobb Lgn Cavalry (Hampton)  
**A6.14:** Brcknrbgh Battery (3) (Shumaker)  
**A5.14:** Raine Battery (2) (Shumaker)  
**A6.13:** Stuart, Cavalry Div HQ  
**A9.16:** 48 NC-a (5) (W/Walker)  
**A10.15:** 48 NC-b (5) (W/Walker)  
**A11.15:** 48 NC-c (5) (W/Walker)  
**A9.13:** Repl (Jackson Div), Jacksn Div HQ, Warren, 23 Va (3), 37 Va (2), 47 Ala (2), 48 Ala (2) (T/Jacksn)  
**A8.12:** Stonewall Consolidated Bde (3) (Jacksn)  
**A9.12:** Repl (S/Jacksn), 9 La (1), 10 La (1), 15 La (1) (S/Jacksn), Jones Consolidated Bde-b (Jacksn)  
**A11.13:** Poague Battery (Shumaker)  
**A10.10:** McCarthy Battery (Cabell)  
**A12.09:** Carlton Battery (Cabell)  
**A13.11:** Semmes, 10 Ga (2), 53 Ga (5), 15 Va (2), 32 Va (2) (Sem/McL)  
**A13.12:** McLaws, McL Div HQ  
**A14.12:** Manning, 30 Va (3) (W/Walker)  
**A15.19:** Repl (Cobb/McL), 16 Ga (1), 24 Ga (1), 15 NC (2) (Cobb/McL)  
**A16.18:** Kershaw, 2 SC (3), 3 SC (3), 7 SC (3), 8 SC (Kshaw/McL)  
**A16.17:** Hays, 5 La (1), 6 La (1), 7 La (1) (Hays/Ewell), Armistead Consolidated Bde (5) (Fthr/Andrsn)  
**A17.17:** Early (commands Ewell Div), Repl (Erly/Ewell), 13 Va, 25 Va (3), 44 Va (3), 49 Va (3) (Erly/Ewell)  
**A17.16:** Repl (L/Ewell), 13 Ga (3), 60 Ga (1), 61 Ga (3) (L/Ewell)  
**A16.15:** Ewell Div HQ  
**A15.16:** 31 Va (1), 52 Va (4) (Erly/Ewell)  
**A15.15:** Repl (Trim/Ewell), 15 Ala (2), 21 Ga (2), 21 NC (1) (Trim/Ewell)  
**A17.15:** Barksdale, 13 Miss (3), 17 Miss (4), 21 Miss (2) (Bark/McL)  
**A15.14:** 18 Miss (3) (Bark/McL)  
**A17.14:** 25 NC (Ran/Walker)  
**A17.13:** 49 NC (Ran/Walker)  
**A17.12:** Ransom, 35 NC (Ran/Walker)

**A17.11:** 24 NC (6) (Ran/Walker), 46 NC (4) (W/Walker)  
**A16.13:** J.G. Walker, Walker Div HQ  
**A14.05:** Hood Div HQ  
**A14.06:** 3 Ark (4) (W/Walker)  
**A14.07:** J.R. Cooke, 27 NC (4) (W/Walker)  
**A12.02:** Manly Battery (Cabell)  
**A16.07:** 4 Tex (1), 5 Tex (3) (Tex/Hood)  
**A16.06:** Jackson, Hood, Wofford, 18 Ga (2), Hampton Lgn (1) (Tex/Hood)  
**A16.05:** Law, 4 Ala (4), 2 Miss (4) (Law/Hood)  
**A16.04:** 11 Miss (3), 6 NC (4) (Law/Hood), Hardaway-a Battery, Hardaway-b Battery (Pierson)  
**A18.04:** Macon Battery (Cabell)  
**A19.07:** 1 NC (2), 3 NC-a (2), 3 NC-b (1) (Rip/Hill)  
**A20.06:** Repl (Rip/Hill), 4 Ga (3), 44 Ga (1) (Rip/Hill)  
**A18.01:** Pierson, Pierson Arty Bn HQ, Hill Div HQ  
**A19.01:** Bondurant Battery (Pierson)  
**A21.05:** Colquitt, 13 Ala (3), 6 Ga (4) (Rain/Hill), D'Aquin Battery (Courtney)  
**A21.04:** 27 Ga (3), 28 Ga (2) (Rain/Hill)  
**A22.02:** 5 NC (1), 23 NC (2) (Grld/Hill)  
**A23.03:** Repl (Grld/Hill), 13 NC (3), 20 NC (2) (Grld/Hill)  
**A24.02:** 5 Ala (1), 6 Ala (2), 26 Ala (1) (Rodes/Hill)  
**A25.03:** Repl (Rodes/Hill), 3 Ala (2), 12 Ala (2) (Rodes/Hill)  
**A26.02:** D.H. Hill, Repl (Andrsn/Hill), 2 NC (1), 4 NC (3) (Andrsn/Hill)  
**A26.01:** 14 NC (2), 30 NC (3) (Andrsn/Hill)  
**B7.24:** R.E. Lee, S.D. Lee, ANVa HQ, S.D. Lee Arty Bn HQ  
**B7.23:** Elliott Battery (2), Jordan Battery (3), Parker Battery (2) (S.D. Lee)  
**B6.22:** Eubank Battery, Moody-a Battery, Moody-b Battery, Woolfolk Battery (1) (S.D. Lee)  
**B9.22:** Read Battery (Cabell)  
**B11.10:** Chew Battery (Cavalry)  
**B14.20:** Frobel, Frobel Arty Bn HQ  
**B15.21:** Bachman Battery (2) (Frobel)  
**B14.22:** Garden Battery (2) (Depleted Shell), Reilly Battery (1) (Depleted Shell) (Frobel)  
**B21.31:** 1 Ga Reg (3), 9 Ga, 11 Ga (A/Jns)  
**B21.30:** G.T. Andrsn, 7 Ga, 8 Ga (A/Jns)  
**B27.34:** 5 Fla (5), 8 Fla (3) (Pry/Andrsn)  
**B27.33:** Repl (Pry/Andrsn), 14 Ala (1), 2 Fla (2), Mahone Consolidated Bde (4), 3 Va (4) (Pry/Andrsn)  
**B27.32:** Wright, 44 Ala, 22 Ga (Wrt/Andrsn)  
**B27.31:** 3 Ga, 48 Ga (Wrt/Andrsn)  
**B25.32:** Pryor (commands Andrsn Div), Andrsn Div HQ

**B24.33:** Posey, 12 Miss (1), 16 Miss (3), 19 Miss (2) (Fthr/Andrsn)  
**B24.32:** Repl (Wlcx/Andrsn), 10 Ala (2), 11 Ala (2) (Wlcx/Andrsn)  
**B24.31:** 8 Ala (4), 9 Ala (2) (Wlcx/Andrsn)  
**B24.29:** Evans, Evans Bde HQ, Holcombe Lgn (Evans)  
**B23.28:** D.R. Jones, Jns Div HQ  
**B25.28:** Pickett Consolidated Bde (3) (Jns)  
**B26.27:** Longstreet, Carter Battery (Pierson)  
**B25.27:** Boyce Battery (2) (Evans)  
**B25.26:** Jos. Walker, 2 SC Rifles, 5 SC (1) (J/Jns)  
**B24.26:** Palmetto (2), 1 SC Vol (1), 4 SC Bn (1), 6 SC (1) (J/Jns)  
**B20.23:** Page Battery (Depleted Shell) (Jones)  
**B21.23:** Toombs Div HQ  
**B22.22:** 2 Ga (1), 15 Ga (2), 17 Ga (T/Jns)  
**B22.21:** Toombs, Benning, 20 Ga (4) (T/Jns)  
**B22.20:** Drayton, 51 Ga, 15 SC (1) (D/Jns)  
**B22.19:** Kemper Consolidated Bde (7), Brown Battery (Jns)  
**B21.17:** Miller Battery (3) (Wshngtn)  
**B21.16:** Ramsey Battery (Frobel)  
**B21.15:** Walton, Richardsn Battery (Wshngtn)  
**B21.14:** Squires Battery (Wshngtn)  
**B17.10:** Eshleman Battery (2) (Wshngtn)  
**B19.13:** Wshngtn Arty Bn HQ  
**B24.17:** 37 NC (4) (Br/Lght)  
**B25.17:** Repl (Br/Lght), 28 NC (4), 33 NC (5) (Br/Lght)  
**B25.16:** 7 NC, 18 NC (Br/Lght)  
**B25.15:** Archer, 19 Ga, 14 Tenn (Arch/Lght)  
**B25.14:** 1 Tenn PA, 7 Tenn (Arch/Lght)  
**B26.12:** 12 SC (1), 13 SC (Grg/Lght)  
**B26.11:** Repl (Grg/Lght), 1 SC PA (4), 1 SC Rifles (Grg/Lght)  
**B26.10:** 14 SC (Grg/Lght)  
**B28.09:** 40 Va (Fld/Lght)  
**B19.11:** Pegram Battery (R. Walker)  
**B20.12:** Lght Div HQ, R. Walker Arty Bn HQ  
**B21.13:** A.P. Hill, R. Walker, Braxton Battery, McIntosh Battery (R. Walker)  
**B22.12:** Crenshaw Battery (R. Walker)  
**B23.10:** 16 NC, 22 NC (Pndr/Lght)  
**B24.09:** Pender, 34 NC, 38 NC (Pndr/Lght)  
**B25.09:** Brcknbrgh, 22 Va Bn, 47 Va, 55 Va (Fld/Lght)  
**B21.05:** Munford, Robertson Bde HQ  
**B25.07:** Picket-a (Robertson)  
**B24.05:** Picket-b (Robertson)  
**B23.04:** Picket-c (Robertson)  
**B23.02:** Picket-d (Robertson)

### Artillery Ammunition:

**Artillery Ammo Reserve Trains  
 (Entry Area K):**  
 Empty

### Orders:

- 1) Toombs is assigned to command using his HQ and rule 3.4a:  
 Benning, 2 Ga, 15 Ga, 17 Ga, 20 Ga (T/Jns)
- 2) The following units are assigned to Stuart's Cav Div until ordered otherwise:  
 Fitz Lee's Cav Bde (all)  
 Hampton's Cav Bde (all)  
 7 Va Cav (all) (Robertson)  
 Brcknbrgh Battery, Poague Battery, Raine Battery (Shumaker)
- 3) J.R. Cooke commands 3 Ark and 27 NC (W/Walker)
- 4) No other Confederate units have accepted orders.

**Reinforcements:** Use Confederate Order of Arrival

### Victory Conditions

Use the Victory Conditions in rule 1.2.

## Designer's Notes Artillery

In *Line of Battle*, I have chosen to use the commander's names to identify batteries for both sides instead of state and battery numbers. This generally allows readers of the histories an easier time in tracking which unit is what.

The game shows the artillery organization of the time for both armies.

The Confederates have developed "Artillery Battalions" (to various degrees of effectiveness as seen in 3.11) and while some are attached to specific divisions, the balance is owned at the Army level. This results in a slightly more cumbersome structure, as the army commander is technically the only one who can order them to deploy (this is mitigated by the free-lance nature of Jackson and Longstreet). This will change in 1863 so that the reserve battalions will be part of each infantry corps, reducing the limited army HQ's span of control to more manageable levels.

At this stage in the development of the Army of Northern Virginia, the organization of the army's artillery is a complete nightmare. So much so, that even the Confederates—noted for their ability to tolerate the most bizarre organizations—decided to completely reorganize the 'long arm' in October, 1862.

There seems to have been some confusion as to the role of the artillery battalion commander (as either a rear area administrator or a tactical battlefield leader controlling his guns). This, by itself, is difficult to understand since the purpose of the artillery battalion organization was to wrest field control of the artillery from the infantry generals and place it under better trained hands.

Importantly for students of the battle and campaign, much of this post-battle reorganization is reflected in the *Official Records* Order of Battle. Fortunately, research work done in the 1990's and beyond has gone far to untangling this knot. I'm specifically in the debt of Joseph Harsh whose ground breaking work valiantly tracked down almost every one of these little units and the excellent work of Paul Chiles, Curt Johnson and Richard Anderson for bringing Major Joseph Hanson's landmark research of the 1940's into plain view.

The Union, crippled by the disaster of 2<sup>nd</sup> Manassas and the emergency of protecting Maryland, has moved backwards from the Hunt reforms which were starting to take root during the Peninsular Campaign. The Union artillery was arranged on the march from Washington with batteries allocated to the infantry divisions. While this is an improvement from the distribution to brigades in 1861, it still disperses the guns too much. The "chiefs of artillery" in the divisions do not have enough "rank horsepower" to override the infantry commanders and allow the guns to be used more effectively. The one exception is Hays and the Army Reserve artillery, which is shown literally in the game.

Of special note are Robinson and McGilvery's Batteries (12<sup>th</sup> Corps). These two batteries did not participate in the battle as they were *personally* positioned by McClellan's staff to guard the Upper Bridge. As such, not much information on them was recorded. In the classic *Artillery Hell* the units are given two different armaments: in the 1940 Hanson report tables give the batteries 20 pounder Parrott guns (!). In the text body, however, they are given various mixes of Napoleon and Rifled guns. Thanks to the efforts of Curtis Baer at the National Archives in locating the actual ordnance department reports from late 1862, Robinson is shown here with six Napoleons and McGilvery with one 24# Howitzer and one 10# Parrott. I am much indebted to Curtis for correcting the historical record on this point.

Players will note that John Gibbon is **not** rated as an Artillery Leader in 1<sup>st</sup> Corps. An outstanding gunner—he literally *wrote the book*. He did outstanding service in helping his old battery (Campbell's) to defeat Hood's



charging Texans, but did not extend his influence to any other batteries. As a result, I decided to not grant him Artillery Leader status.

Typically, *LoB* designs combine the gun types of the batteries within a given command to give more uniform units. Since even later in the war, Confederate artillery still manages to field batteries sporting up to three very different gun types (even when looked at from the game lens that says multiple models of rifled cannon are only called “R” guns). This proclivity is even worse here and I originally intended to show the actual gun types quite literally using section sized artillery units. Unfortunately, this was found to be too cumbersome to play. Reluctantly, I chose to consolidate them in the normal fashion (within commands) and to treat some “L” guns as “H”.

## Kelly's Heroes

This is Lloyd's Battery in Walker's Division. These guys almost managed to miss the entire campaign by being forgotten. The Civil War version of Oddball's Sherman platoon in *Kelly's Heroes*. Even after being kicked over to Sharpsburg by Lt. Col. Cutts (notably, **not** their commander), who aroused them from their sleep and demanded they move forward with his column before they got overrun by the Union army (Cutts himself discovered that the Rebel army had withdrawn without issuing him orders to follow). Once arriving near the West Woods, Cutts deployed his guns and ordered Lloyd's Battery to march south to link up with Walker's Division. They never made it and managed to spend the day of the battle 'lost.' As far as is known, the unit never fired a shot in the campaign but still managed to lose their third gun (a 6-lb) by breaking its axle.

## Bees

One of the popular anecdotes of the battle relates the story of the 132<sup>nd</sup> Penn Rgt (some sources list the 130<sup>th</sup> Penn instead) and its first battle, with the bees on the Roulette Farm. The green regiment ran into the bees on the march toward the Sunken Road. While interesting from a human interest point of view, the bees had no real effect on the unit in battle. They are ignored here.

## Where is “So-and-So”?

Given the confusion resulting from the inclusion of a later Order of Battle in the *Official Records*, a number of units might be omitted here that students of the battle might question. In this section, I will attempt to list all such units so you can see where they were as is best known at this point.

## Army of the Potomac

### 1<sup>st</sup> Corps

**D/1 Penn Light Artillery (Hall).** This unit is shown in both the 1<sup>st</sup> Corps and Couch Division OoBs. A review of the battery logs shows that neither is correct, it was at Edward's Ferry, MD during the battle and for a period thereafter.

**G/1 Penn Light Artillery (Amsden).** At Washington D.C.

**16 Maine.** Some distance north of the battlefield on RR Guard duties.

### 5<sup>th</sup> Corps

**14 NY.** Left behind to guard prisoners when Morell's division marched to link up with the army on the morning of the 17<sup>th</sup>.

### 6<sup>th</sup> Corps

**C/1 Penn Light Artillery (McCarthy).** At Washington DC, joined the army 14 Oct 1862.

### 9<sup>th</sup> Corps

**L/2 NY Light Artillery (Roemer).** This unit is not in the *O.R.* list, but was there.

**6NYCav.** 8 companies of this regiment probed toward the Antietam Furnace (some distance south of the game map at the confluence of the Antietam and the Potomac). It did not participate with the rest of the corps.

**Gilmore, Harrison, and McClellan Dragoon Cav Companies.** These small cavalry units were used as couriers and not engaged as consolidated units during the battle. The McClellan Dragoons were originally called the “*Chicago Dragoons*”, but the name was changed when their enlistments ran out and only about 50 men remained on duty. Frequently, the unit gets mentioned with its old name.

**L&M/3 US Artillery (Edwards).** Not engaged at Antietam. Location assumed to be off the left flank of 9<sup>th</sup> Corps, but there is no record of where.

### 12<sup>th</sup> Corps

**5 Conn.** This unit was detached at Frederick, MD.

**Zouaves d'Afrique (Penn).** This unit had no officers and its men were attached to the 2<sup>nd</sup> Mass Rgt.

**29 Ohio.** Detached from the army, 9 Sept 1862.

**109 NY.** Detached from the army, 13 Sept 1862.

### Cavalry

**8 NY Cav.** Arrived at Williamsport (north of the map) on the evening of the 18<sup>th</sup>, too late for the game.

**1 Maine Cav.** At Frederick MD.

**3 Penn Cav.** Behind 1<sup>st</sup> and 12<sup>th</sup> Corps doing provost duty.

## Army of Northern Virginia

### Longstreet's Command

**Dolby's Cavalry.** This unit serves as HQ Guard and couriers here, not as a formed unit.

**Phillip's Legion.** Ignored in the *O.R.* Order of Battle. This unit was identified by the research of Kurt D. Graham.

**3 SC Bn.** Also ignored in the *O.R.* Order of Battle. This unit was discovered when finding the Phillip's Legion. It also appears in the OoB in Sears' *Landscape Turned Red*. That said, you still won't find it as a counter here as the battalion fought with an initial strength of 17 officers and men!

**11 Ga.** Half of this unit is at Martinsburg.

**“Hood's Straggler Brigade”.** This phantom unit is only known because of the recollections of J. S. Johnston (a courier for Evander Law) in an article written in 1880 for the *Southern Historical Society Papers*. He claimed that after Hood's division was decimated in the morning fighting, he marched to the rear, collected several *thousand* (!) stragglers, formed them into regiments and marched them to the front under the watchful and proud eye of General Lee himself who had some stirring words for them. Nice story—a little too nice. Hood makes no mention of this in his report or memoirs. He reports that he marched his command back to replenish ammunition and then returned to the Dunkard Church area for the rest of the day. All the other reports from commanders in his division stated the same thing or didn't even mention that. Nobody took note of bringing more troops back from the ammunition trains than they started with in the morning. No one, including Lee, mentioned observing this ad hoc formation pass in review nor the stirring words he allegedly spoke to them. It is my opinion Rev. Johnston embellished his account for reasons known only to him and this “unit” never really existed.

### Jackson's Command

**Black Horse Cavalry.** These men, Co. H, 4 Va Cavalry typically served as Jackson's HQ Guard but at the Battle of Sharpsburg, they were employed as couriers only.

**Cobb's Legion Cavalry.** This small unit (50 men or less) was technically attached to Hampton's Cavalry Brigade, but acted as A.P. Hill's HQ Guard and couriers.

**White's Cavalry.** This unit will become the 35 Va Cavalry Battalion (aka “White's Comanches”) after the battle. It served as an HQ Guard and couriers, not a formed unit.

**Balthis Va (Garber) Battery.** I included this unit as Carmen shows it as at the battle and numerous observers claimed it fired the first Confederate artillery shot of the battle. Jubal Early's report, however, specifically identifies it as being at *Harpers Ferry* during the battle

and being one of the batteries sent forward on the 18<sup>th</sup>. I chose to include it based on the other evidence. Interestingly, Early himself was not at Harpers Ferry nor in charge of any units there on the 18<sup>th</sup>. I suspect he merely got his dates wrong in the report and may have been referring to the 16<sup>th</sup>.

**5 Ala Bn.** At Harpers Ferry

**Letcher (Davidson) Battery.** At Harpers Ferry.

**Branch NC (Latham) Battery.** At Leesburg.

**Middlesex Va (Fleet) Battery.** At Leesburg.

**2 Va.** At Martinsburg, recruiting.

**10 Va.** At Martinsburg.

**Hampton Va (Caskie) Battery.** At Leesburg.

**Eighth Star Va (Rice) Battery.** At Williamsport.

**Thomas' Brigade, AP Hill's Division.** Left behind at Harpers Ferry.

#### Unattached Elements

**61 Va.** At Rappahannock.

**Thomas Va (Anderson) Battery.** At Leesburg.

**Peninsula Va (Jones) Battery.** Disbanded June 1862.

**Page Va (Page) Battery.** Not Present.

#### Cavalry

**1 Va Cav.** At Williamsport.

**2 Va Cav.** Screening the southern Confederate flank south of the game map. Some companies from this regiment make up the Munford Picket units.

**6 Va Cav.** At Centerville.

**12 Va Cav.** Screening the southern Confederate flank south of the game map. Some companies from this regiment make up the Munford Picket units.

**17 Va Cav Bn.** Organizing in the Shenandoah.

**Hart's Artillery Battery.** This unit was there, but has been omitted from the game. It arrived in the morning of the 17<sup>th</sup> (without any ammunition) and reported to the ANVA HQ. It stayed there for a few hours before being ordered across the Potomac back to Virginia as no ammunition of the correct type was available.

#### Light Guns

Several batteries dropped off their 6-lb field guns at Leesburg before the army moved north. They were not missed.

#### Provost and Headquarters Guards

These were omitted. It is assumed that they will be doing their rear-area and security

jobs. The Confederate ones are represented (together with other troops) in the Ad Hoc regiments the player can form.

#### Smooth-Bore Muskets

You'll find quite a few units in both armies, but especially in the Army of Northern Virginia, still carrying smooth-bore muskets of one type or another at the battle. This might be a little surprising, but this is the result of the army headquarters not wanting to play loosely with important captures.

For example, thousands of rifled small arms were captured at 2<sup>nd</sup> Manassas just before this campaign began, enough to re-equip all or most of the army. Rather than "just handing them out", these arms were stacked along the side of the roads so that details left behind could collect them and ship them to Richmond for inspection and inventory. Many of these weapons were still standing stacked along those roads when the Battle of Antietam occurred. Lee even wrote Jefferson Davis concerned that these weapons might be re-acquired by the Union forces.

A second major stash of small arms was captured at Harpers Ferry and, again, no haphazard re-issue was allowed. Very few of these weapons were available at the battle. This was not true for some artillery. A frantic effort was made to re-equip Confederate artillery units with fresh cannons from the Harpers Ferry arsenal. In the confusion, caissons and guns were miss-matched and the effort came to naught. At least one artillery unit exchanged its 10 lb Parrots for 3 inch Ordnance Rifles and used them at the battle.

#### Minor Sharpshooter Units

The Union army at this point had several company sized Sharpshooter units sporting privately procured (and very heavy) Target Rifles. These are shown independently here as they have their last gasp of freedom before being regimented into the line units from their respective states. While the Confederates will begin full development of Sharpshooter open order tactics over the winter '62-'63, the Union had an early lead in such formations but allowed theirs to wither and die without support. The excellent 1 USSS and 2 USSS would continue to grow and develop (enough to form a "Sharpshooter Brigade" by the summer of 1863), but even they would begin a downward spiral after Gettysburg as higher commanders did not know what to do with them. Even here, the

2 USSS formed up and fought as a line regiment in the Cornfield, even though it was fully capable of fighting dispersed. Here, a player could mimic this behavior by simply stacking the two parts of the regiment and "wasting" its Open Order capabilities.

#### Too Important to Step Down...

A number of commanders on both sides had commanded larger units in the preceding days of this or earlier campaigns, but by the battle of Antietam, had their more expansive commands whittled down to smaller organizations. They, however, could not find it within themselves to be reduced in authority, so they left some poor guy in charge of **their** unit while they held themselves in command of that unit and others which no longer existed, adding an unneeded and wasteful level to the command hierarchy.

These individuals are: Sumner, Burnside, Toombs and Evans.

The two Union commanders, Sumner and Burnside, were wing commanders prior to the battle and found themselves in charge of only their own corps. Sumner used his greater seniority to try to take charge of the operations of the other corps operating in the north of the battlefield (1<sup>st</sup>, 6<sup>th</sup>, and 12<sup>th</sup>). Burnside merely acted as an additional command level between his corps (commanded by Cox) and McClellan.

On the Confederate side, both Toombs and Evans acted as division commanders in the days before the battle, but had but one brigade under their command during it. While Toombs busied himself as a spare division commander in D.R. Jones' Division, using his small brigade and parts of others to defend the Lower Bridge area, Evans merely placed himself above brigade command and held his brigade as an independent division reporting directly to R.E. Lee (not Longstreet, his nominal superior).

To be fair to these men, their situations were created by their superiors' unclear use of temporary commands and lack of instructions ending them.

#### Consolidated Brigades

These are very small units and showing them as a "regiment" more accurately reflects how they formed up, marched and fought. It would be incorrect to show them as a bunch of platoon-sized independent units.

There are two special cases. Mahone's Brigade is shown as a regiment **within** Pryor's Brigade. Unlike the others (which retained their brigade status in their divisions even though forced by numbers available to march as regiments), Mahone's Brigade was literally ordered to act as a regiment under the command

of another brigade. The other exception is Evans' Brigade (yes, the same brigade whose commander still thinks of it as a division!). In the morning of the battle, Evans was split into two formations, the smoothbore armed portion was positioned in the line near Sharpsburg, while the rifled troops were pushed forward as a screen on the Boonsboro Pike. I consolidated the brigade but kept the two rifle regiments separate so it could fight the way it did historically.

### The Bucktails (13 Penn Res, aka 1 Penn Rifles aka 42 Penn Rgt)

There is no official Antietam strength report for this unit. In this case, I took their 2 Sept '62 muster rolls (237) and subtracted their losses from South Mountain (63) and the skirmishing on the 16<sup>th</sup> (93) to get a final estimated tally of 81 men.

### Hill's vs. McLaws' Routes to Sharpsburg

It is still possible to drive the routes from Harpers Ferry to Boteler's Ford taken by these divisions to compare the distance and difficulty of the terrain. We did just that. It is 10.9 miles using Hill's route and 10.8 miles using McLaws' from the same point on US 340 to the stop sign on the southern bank of the Potomac at the ford. Distances from Harpers Ferry before the first and to Sharpsburg after the latter would be the same in both cases adding about a mile to the total. The Hill route is also much tougher marching, with some one after another "never ending" steep slopes to climb. Hill's route wasn't significantly longer, but it was **much** harder.

Oddly, the NPS has Hill's route listed as being 17 miles long (a number repeated in numerous sources, beginning, it seems, with Hill's official report). It is not that far. 12 miles is a much more accurate number.

### The Union Cavalry

Handed down overtime is the organization of the Union Cavalry Division in the *O.R.* This organization shows up everywhere (in Carmen, on the park tablets, and all the popular books on the battle). One minor problem: this is not the division's organization at the battle, but from the October 1862 reorganization. After extensive research on every regiment listed in that Order of Battle, what you see in the game are those that actually served under Pleasonton (disregarding provost and messenger units). The limited number remaining does not require the elaborate 5 brigade arrangement called for by the October Table of Organization (which included brigade commanders who were not even present), so I chose to show it as simply a large "brigade" under Pleasonton.

Furthermore, a careful look at the Third

Quarter Union Ordnance reports showed the relative lack of carbines in many of these units. This is reflected in the armament and splits of regiments into two halves (some allocated carbines to half the regiment while the other half made do with few or none). All of the variations you see in the cavalry units here give a good feel for the lack of uniform equipment and training in the Union cavalry before the Hooker reforms in 1863.

### Say What?!

In French's Division of 2<sup>nd</sup> Corps is the **7<sup>th</sup> Virginia Infantry Regiment**. This regiment is often miss-named as the 7<sup>th</sup> West Virginia. While it is true it comes from that area and will be named as such later in the war, at the time of this battle it is still called the 7<sup>th</sup> Virginia or 7<sup>th</sup> Union Virginia. West Virginia will not become a state until June 20<sup>th</sup> 1863.

### Special Thanks

I'd like to single out **Jerry Axel** for thanks for his immense help in getting this game to be as good as I believe it to be. Over the course of these many years, he has repeatedly been available to do (and indispensable in allowing) the many trips to the field needed for research and never batted an eye at short notice requests to drop everything and drive the three hours needed to spend a couple of days testing this or that.

Jerry, without your help, this game could never have been finished. I am more grateful than I can say and could never pay you back for your kindness.

### Army of the Potomac Seniority

Unit	Commander	Rank	Date of Rank
Army	McClellan	MG	14 May 61
-	Reynolds	BG	27 Jun 62
1 <sup>st</sup> Corps	Hooker	MG	5 May 62
1/1 Division	Doubleday	BG	3 Feb 62
	Patrick	BG	17 Mar 62
	Gibbon	BG	2 May 62
	Hoffman	LTC	-
2/1 Division	Ricketts	BG	21 July 61
	Duryée	BG	31 Aug 61
	Hartsuff	BG	15 Apr 62
	Christian	Col	-
3/1 Division	Meade	BG	31 Aug 61
	Seymour	BG	28 Apr 62
	Magilton	Col	-
	Anderson	LTC	-
2 <sup>nd</sup> Corps	Sumner	MG	5 May 62
1/2 Division	Richardson	BG	17 May 61 (posthumously to MG)
	Meagher	BG	5 Feb 62
	Caldwell	BG	28 Apr 62
	Brooke	Col	-
2/2 Division	Sedgwick	MG	4 July 62
	Howard	BG	3 Sept 61
	Gorman	BG	7 Sept 61
	Dana	BG	3 Feb 62
3/2 Division	French	BG	28 Sept 61
	Kimball	BG	15 Apr 62
	Weber	BG	28 Apr 62
	Morris	Col	-
5 <sup>th</sup> Corps	Porter	MG	4 July 62
1/5 Division	Morell	MG	4 July 62
	Griffin	BG	9 Jun 62
	Barnes	Col	-
	Stockton	Col	-



2/5 Division	Sykes	BG	28 Sept 61
	Warren	Col	-
	Buchanan	LTC	-
	Lovell	Maj	-
3/5 Division	Humphreys	BG	28 Apr 62
	Tyler	BG	14 May 62
	Allabach	Col	-
6 <sup>th</sup> Corps	Franklin	MG	4 July 62
1/6 Division	Slocum	MG	4 July 62
	Newton	BG	23 Sept 61
	Torbert	Col	-
	Bartlett	Col	-
2/6 Division	W.F. Smith	MG	4 July 62
	Hancock	BG	23 Sept 61
	Brooks	BG	28 Sept 61
	Irwin	Col	-
3/6 (1/4) Div	Couch	MG	4 July 62
	Devens	BG	15 Apr 62
	Howe	BG	11 Jun 62
	Cochrane	BG	17 July 62
9 <sup>th</sup> Corps	Burnside (wing)	MG	18 Mar 62
	Cox	BG	17 May 61
1/9 Division	Willcox	BG	21 July 61
	Christ	Col	-
	Welsh	Col	-
2/9 Division	Sturgis	BG	10 Aug 61
	Nagle	BG	10 Sept 62
	Ferrero	BG	10 Sept 62
3/9 Division	Rodman	BG	28 Apr 62
	Fairchild	Col	-
	Harland	Col	-
Kanawha Div	Scammon	Col	-
	Ewing	Col	-
	Crook	Col	-
12 <sup>th</sup> Corps	Mansfield	BG	14 May 61 (posthumously to MG)
1/12 Division	Williams	BG	17 May 61
	Crawford	BG	25 Apr 62
	Gordon	BG	9 Jun 62
2/12 Division	Greene	BG	28 Apr 62
	Stainrook	Col	-
	Goodrich	Col	-
	Tyndale	LTC	-
Cavalry Div	Pleasanton	BG	16 July 62

## Army of the Potomac Nicknamed Units

Unit	Designation	Nickname
Irish/1/2	2/1/2	Irish Bde
Iron/1/1	4/1/1	Iron Bde
Phelps Bde	1/1/1	Phelps Bde aka "the other" or "Eastern" Iron Bde
Philly/2/2	2/2/2	Philadelphia Bde

## Union Artillery

Battery	Org	Full Designation
Barnes	3/5	C, 1 <sup>st</sup> NY Light
Benjamin	1/9	E, 2 <sup>nd</sup> US
Bruen	12 Corps	10 <sup>th</sup> Bttry, NY Light
Butler	3/6	G, 2 <sup>nd</sup> US
Campbell	1/1	B, 4 <sup>th</sup> US
Clark	2/9	E, 4 <sup>th</sup> US
Cook	1/9	E, 2 <sup>nd</sup> US
Cooper	3/1	B, 1 <sup>st</sup> Penn Light
Cothran	12 Corps	M, 1 <sup>st</sup> NY Light
Cowen	2/6	1 <sup>st</sup> Bttry, NY Light
Durell	2/9	D, Penn Light
Edgell	1/1	1 <sup>st</sup> Bttry, NH Light
Frank	3/2	G, 1 <sup>st</sup> NY Light
Gibson	Cav	C & G, 3 <sup>rd</sup> US
Graham	Res Arty	Bttry K, 1 <sup>st</sup> US
Hains	Cav	M, 2 <sup>nd</sup> US
Hampton	12 Corps	F, Penn Light
Hazard	3/2	B, 1 <sup>st</sup> RI Light
Hazlett	1/5	D, 5 <sup>th</sup> US
Hexamer	1/6	A, NJ Light
Kleiser	Res Arty	Bttry B, 1 <sup>st</sup> Bn, NY Light
Knap	12 Corps	E, Penn Light
Kusserow	Res Arty	Bttry D, 1 <sup>st</sup> Bn, NY Light
Langer	Res Arty	Bttry C, 1 <sup>st</sup> Bn, NY Light
McGilvery	12 Corps	6 <sup>th</sup> Bttry, Maine Light
McMullin	1/K/9	1 <sup>st</sup> Bttry, Ohio Light
Martin	1/5	C, Mass Light
Martin	2/6	F, 5 <sup>th</sup> US
Matthews	2/1	F, 1 <sup>st</sup> Penn Light
Miller	Res Arty	Bttry G, 4 <sup>th</sup> US
Monroe	1/1	D, 1 <sup>st</sup> RI Light
Muhlenberg	3/9	A, 5 <sup>th</sup> US
Muhlenberg	12 Corps	F, 4 <sup>th</sup> US
Owen	3/2	G, 1 <sup>st</sup> RI Light
Petitt	1/2	B, 1 <sup>st</sup> NY Light
Porter	1/6	A, Mass Light
Randol	2/5	E & G, 1 <sup>st</sup> US
Ransom	3/1	C, 5 <sup>th</sup> US
Reed	2/5	K, 5 <sup>th</sup> US
Reynolds	1/1	L, 1 <sup>st</sup> NY Light
Robertson	Cav	B & L, 2 <sup>nd</sup> US
Robinson	3/5	L, 1 <sup>st</sup> Ohio Light
Robinson	12 Corps	4 <sup>th</sup> Bttry, Maine Light
Roemer	9 Corps	L, 2 <sup>nd</sup> NY
Simmonds	2/K/9	KY Light
Simpson	3/1	A, 1 <sup>st</sup> Penn Light
Stuart	3/6	3 <sup>rd</sup> Bttry, NY Light
Taft	Res Arty	5 <sup>th</sup> Bttry, NY Light
Thomas	1/2	A & C, 4 <sup>th</sup> US
Thompson	2/1	C, 1 <sup>st</sup> Penn Light
Tidball	Cav	A, 2 <sup>nd</sup> US
Tompkins	2/2	A, 1 <sup>st</sup> RI Light
Vanneman	2/6	B, Md Light
Waterman	1/5	C, 1 <sup>st</sup> RI Light
Weed	2/5	I, 5 <sup>th</sup> US
Wever	Res Arty	Bttry A, 1 <sup>st</sup> Bn, NY Light
Whiting	3/9	xxx
Williston	1/6	D, 2 <sup>nd</sup> US
Wolcott	1/6	A, Md Light
Woodruff	2/2	I, 1 <sup>st</sup> US

## Army of Northern Virginia Seniority

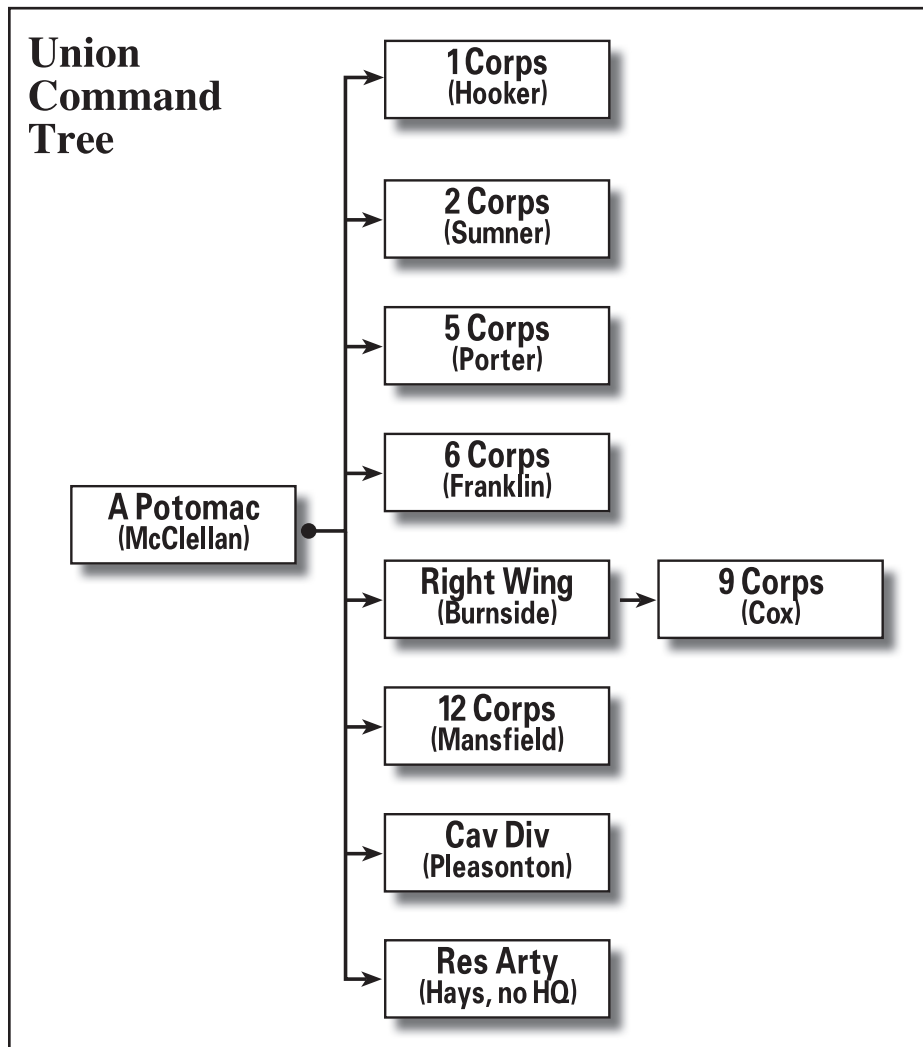
<i>Unit</i>	<i>Commander</i>	<i>Rank</i>	<i>Date of Rank</i>
Army	R.E. Lee	Gen	14 Jun 61
	Longstreet	MG	7 Oct 61
	T.J. Jackson	MG	7 Oct 61
Jones' Div 17 Jun 61	D.R. Jones	BG	
	Toombs	BG	19 July 61
	Drayton	BG	25 Sept 61
	Benning	Col	-
	Jos. Walker	Col	-
	G.T. Anderson	Col	-
Hood's Div	Hood	BG	3 Mar 62
	Wofford	Col	-
	Law	Col	-
Ewell's Div	Lawton	BG	13 Apr 61
	Early	BG	21 Jul 61
	Hays	BG	25 July 62
	Douglass	Col	-
	J.A. Walker	Col	-
AP Hill Div	A.P. Hill	MG	26 May 62
	Branch	BG	16 Nov 61
	Gregg	BG	14 Dec 61
	Archer	BG	3 Jun 62
	Pender	BG	22 July 62
	Brockenbrough	Col	-
Jackson's Div	J.R. Jones	BG	Jun 62 (never confirmed)
	Starke	BG	6 Aug 62
	Warren	Col	-
Evans' Div	Evans	BG	21 Oct 61
Anderson's Div	R.H. Anderson	MG	14 July 62
	Pryor	BG	13 Apr 62
	Wright	BG	3 Jun 62
	Cumming	Col	-
	Posey	Col	-
D.H. Hill's Div	D.H. Hill	MG	26 Mar 62
	Ripley	BG	15 Aug 61
	Rodes	BG	21 Oct 61
	G.B. Anderson	BG	9 Jun 62
	McRae	Col	-
	Colquitt	Col	-
McLaws' Div	McLaws	MG	23 May 62
	Kershaw	BG	13 Feb 62
	Semmes	BG	11 Mar 62
	Barksdale	BG	12 Aug 62
	Sanders	LTC	-
Walker's Div	J.G. Walker	BG	9 Jan 62
	Ransom	BG	1 Mar 62
	Manning	Col	-
Cavalry Div	J.E.B. Stuart	MG	25 July 62
	Wade Hampton	BG	23 May 62
	Fitzhugh Lee	BG	24 July 62
	Munford	Col	-

## Confederate Artillery

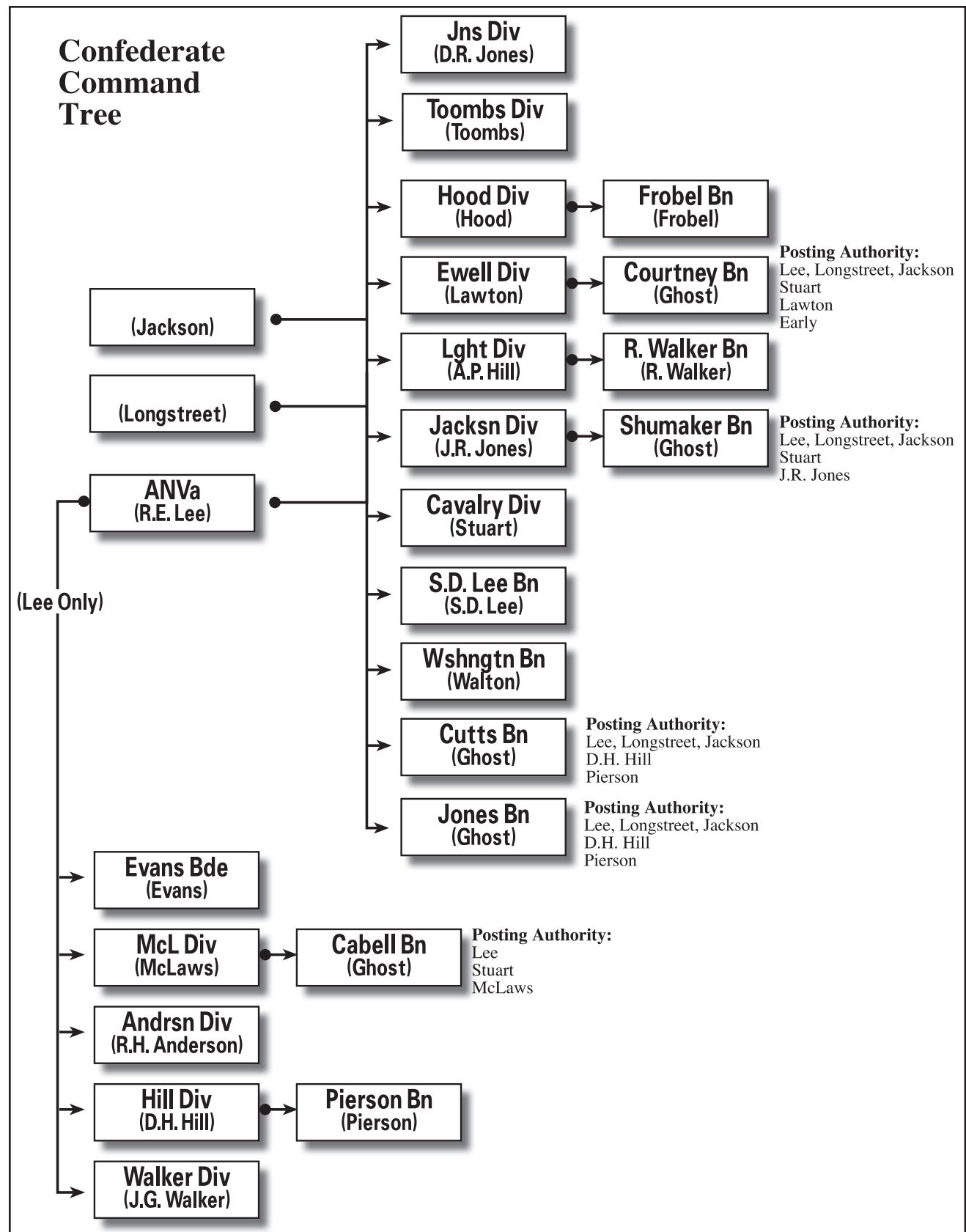
<i>Battery</i>	<i>Organization</i>	<i>Full Designation</i>
Bachman	Frobel	German Arty
Blackshear	Cutts	Blackshear's Bttry
Bondurant	Pierson	Jeff Davis Arty
Boyce	Evans	Macbeth Arty
Branch	Walker	Branch's Va Bttry
Braxton	R. Walker	Fredericksburg Arty
Brcknbrgh	Shumaker	Brockenbrough's Bttry
Brown	Jns	Wise Va Arty
Brown	Courtney	Brown's Bttry
Carlton	Cabell	Troup Arty
Carpenter	Shumaker	Alleghany Arty
Carter	Pierson	King William Arty
Chew	Cavalry	Chew's Bttry
Crenshaw	R. Walker	Crenshaw's Bttry
Cutshaw	Shumaker	Cutshaw's Bttry
D'Aquin	Courtney	La Guard Arty
Elliott	S.D. Lee	Brook's Arty, Rhett's Bttry
Eshleman	Wshngtn	4 <sup>th</sup> Co, Washington La Arty
Eubank	S.D. Lee	Eubank's Bttry
French	Walker	French's Va Bttry
Garber	Courtney	Stauton Arty
Garden	Frobel	Palmetto Arty
Grimes	Andrsn	Portsmouth Arty
Hardaway	Pierson	Hardaway's Bttry
Huger	Andrsn	Huger's Va Bttry
Johnson	Courtney	Johnson's Bttry
Jordan	S.D. Lee	Bedford Arty
Lane	Cutts	Irwin Arty
Latimer	Courtney	Latimer's Bttry
Lloyd	Any	Lloyd's Bttry
McCarthy	Cabell	1 <sup>st</sup> Co, Richmond Howitzers
McIntosh	R. Walker	Pee Dee Arty
Macon	Cabell	Richmond Fayette Arty
Maddox	S.D. Lee	Section of Blackshear's Bttry
Manly	Cabell	Manly's NC Bttry
Maurin	Andrsn	Donaldson Arty
Miller	Wshngtn	3 <sup>rd</sup> Co, Washington La Arty
Moody	S.D. Lee	Madison Light Arty
Moorman	Andrsn	Moorman's Va Bttry
Page	Jones	Morris Arty
Parker	S.D. Lee	Parker's Bttry
Patterson	Cutts	Patterson's Bttry
Pegram	R. Walker	Purcell Arty
Pelham	Cavalry	Pelham's Bttry
Peyton	Jones	Orange Arty
Poague	Shumaker	Rockbridge Arty
Raine	Shumaker	Lee Arty
Ramsey	Frobel	Section from Reilly's Bttry
Read	Cabell	Pulaski Arty
Reilly	Frobel	Rowan Arty
Richardsn	Wshngtn	2 <sup>nd</sup> Co, Washington La Arty
Ross	Cutts	Ross's Bttry
Squires	Wshngtn	1 <sup>st</sup> Co, Washington La Arty
Turner	Jones	Turner's Bttry
Watson	Any	2 <sup>nd</sup> Co, Richmond Howitzers
Wimbish	Jones	Wimbish's Bttry
Wooding	Shumaker	Danville Arty
Woolfolk	S.D. Lee	Ashland Arty

## ANVa Name-Mismatches and Why

<i>Unit</i>	<i>Name</i>	<i>Actual Commander &amp; Why</i>
Cobb/McL	Cobb	Sanders, Cobb is sick.
Ewell Div	Ewell	Lawton, Ewell recovering from leg amputation after 2 <sup>nd</sup> Manassas.
Fld/Lght	Field	Brockenborough, Field is recovering from his wounds from 2 <sup>nd</sup> Manassas.
Fthr/Andrsn	Featherston	Posey, Featherston is sick.
Grld/Hill	Garland	McRae, Garland died at South Mountain.
L/Ewell	Lawton	Douglas, Lawton commanding Div.
Rain/Hill	Rains	Colquitt, Rains removed from command after Seven Pines.
J/Jns	Jenkins	Jos. Walker, Jenkins recovering from severe 2 <sup>nd</sup> Manassas wound.
Jacksn Div	Jackson	J.R. Jones, Jackson is wing commander.
Lght Div	Light	A.P. Hill, Div nickname.
Robertson	Robertson	Munford, Robertson relieved from command at the opening of the Maryland Campaign.
T/Jns	Toombs	Benning, Toombs is acting as a <i>second</i> Div commander.
Tex/Hood	Texas	Wofford, Bde nickname
Trim/Ewell	Trimble	J.A. Walker, Trimble recovering from wounds
W/Walker	Walker	Manning, Walker commands Div, Bde listed on OoB as Walker, but frequently referred to as "Manning."
Wlcx/Andrsn	Wilcox	Cumming, Wilcox may have been present but too ill to command, sources are unclear.







## Union Reinforcement Schedule

17 Sept 1862

**Time Area Orders Units**

6:30 a.m.	C	3	Mansfield, 12 Corps HQ, Williams, 1/1/12
	D	4	Pettit Battery (1/2)

6:45 a.m.	F	2	Sumner
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7:00 a.m.	C	1	3/1/12 (less 13 NJ)
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7:15 a.m.			<i>McClellan can begin to issue orders (2.1a)</i>
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7:30 a.m.	C	1	Greene, 1/2/12
	D	4	Owen Battery (3/2)

7:45 a.m.	C	1	2/2/12
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8:00 a.m.	C	1	3/2/12
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8:15 a.m.	C	1	Bruen and Hampton Batteries (12 Corps)
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8:30 a.m.	C	1	13 NJ (3/1/12)
	F	1	1/5 Division, Martin and Waterman Batteries (1/5)

9:00 a.m.	C	1	Cothran and Knap Batteries (12 Corps)
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9:30 a.m.	G	2	Franklin, 6 Corps HQ
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9:45 a.m.	D	4	Frank Battery (3/2)
	G	1	2/6 Division, Cowen, Martin, and Vanneman Batteries (2/6)

10:00 a.m.	H	1	28 Mass, 79 NY, 50 Penn (1/1/9)
	-	-	<i>Union Army Reserves Restriction (2.1b) Ends</i>

11:00 a.m.	D	1	Thomas Battery (1/2)
	G	1	1/6 Division, Hexamer, Porter, Williston, Wolcott-a, and Wolcott-b Batteries (1/6)

18 Sept 1862

**Time Area Orders Units**

7:00 a.m.	F	1	1 NY-a Cav, 1 NY-b Cav (Cav), 3/5 Division, Barnes and Robinson Batteries (3/5)
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11:00 a.m.	G	1	3/6 Division, Butler and Stuart Batteries (3/6)
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2:30 p.m.	-	-	<i>Union player begins rolling for rain (1d6, 1 is rain, 2-6 roll again next turn) Rule 1.3a</i>
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## Union Order Explanations

- 1) Rejoin their commands by the quickest route.
- 2) Move to the Army HQ by the quickest route and await orders.
- 3) Unless pre-game orders in effect using 2.2a, 12th Corps is to move to the vicinity of A26.25 and deploy to await further orders. Its historical orders were to relieve 1st Corps and finish the job of taking the area w/i 3 of the Dunkard Church. (This order becomes Attack if using the Historical Orders)
- 4) These 2 Corps Batteries do one of two things. If 2nd Corps has accepted orders, they can either rejoin the corps or deploy as follows to await the corps' arrival. If 2nd Corps has no orders (or the player wants the batteries to await arrival), they move to the East Woods and post themselves in any hex in or adjacent to the woods.

## Confederate Reinforcement Schedule

17 Sept 1862

Time	Area	Orders	Units
6:00 a.m.	K	3	McL Division (less McLaws)
6:15 a.m.	K A	1 6	Cabell Artillery Bn (all) 7 Va-a Cav, 7 Va-b Cav, 7 Va-c Cav (Robertson)
8:30 a.m.	K	4	R.H. Andrsn, Andrsn Div HQ, Pry/Andrsn, Wlcx/Andrsn
8:45 a.m.	K	1	Armistead Consolidated Bde (Andrsn), Fthr/Andrsn, Wrt/Andrsn
9:00 a.m.	K	1 5	Grimes, Huger, Maurin, and Moorman Batteries (Andrsn), Bondurant Battery (Pierson) Hampton Cav Bde (less Davis Lgn)
10:00 a.m.	-	-	<i>Union Army Reserves Restriction (2.1b) Ends</i>
12:00 noon	-	-	<i>D.H. Hill and Lee can now take advantage of 3.10a to create Ad Hoc Regiments.</i>
12:15 p.m.	K	1	11 Ga (A/Jns), 15 Ga, 17 Ga (T/Jns)
1:30 p.m.	K	1	Reilly Battery (Frobel)
2:15 p.m.	K	2 1	A.P. Hill, Lght Div HQ Ramsey Battery (Frobel)
3:15 p.m.	J	1	R. Walker, R. Walker Artillery Bn HQ, Grg/Lght, Braxton Battery, McIntosh Battery (R. Walker)
3:30 p.m.	J	1	Br/Lght
4:00 p.m.	J	1	Arch/Lght, Fld/Lght, Pndr/Lght, Crenshaw and Pegram Batteries (R. Walker)
5:00 p.m.	J	2	Cutshaw Battery (Shumaker)
5:30 p.m.	J	2	Chew Battery (Cav)
6:00 p.m.	J	1 2	Latimer Battery (Courtney) Watson Battery (Any)
7:00 p.m.	-	-	<i>Remove all Ad Hoc Regiments still in play</i>

18 Sept 1862

Time	Area	Orders	Units
5:00 a.m.	-	-	<i>Apply new SPs acquired due to March Losses returning to their units (3.10b)</i>
11:00 a.m.	J	1	Brown Battery (Courtney)
2:30 p.m.	-	-	<i>Union player begins rolling for rain (1d6, 1 is rain, 2-6 roll again next turn) Rule 1.3a</i>

### Confederate Order Explanations

- 1) Rejoin their commands by the quickest route.
- 2) Move to Army HQ by the quickest route and await orders.
- 3) Move to w/i 3 B4.22 by the direct route and go to sleep awaiting orders. Remember to apply 3.3a.
- 4) If McLaws has moved on, then move to w/i 3 B4.22. If McLaws is still without orders, then move to w/i 3 B1.21 instead. In either case, get there by the direct route.
- 5) Move to w/i 2 B8.22 by the direct route and await orders.
- 6) Move directly to join Fitz Lee's Cav Bde HQ and remain there attached to Fitz Lee's command until ordered otherwise. Under the at-start orders, this also means that while attached to Fitz Lee, the regiment is also attached to Stuart. 3.6a.



## A.P. Hill Variable Arrival Table (3.9a)

Roll one die in the Confederate Command Phase once each **hour** turn starting at 10:00 a.m. 17 Sept, until successful.

Time	Die Roll needed to start entry
10 & 11 a.m.	6
12 & 1 p.m.	5-6
2 & 3 p.m.	4-6
4 p.m.	Automatic

If Hill starts entry, follow this order, using X as the hour of entry:

Time	Entry Hex	Orders	Units
X:15	K	2	A.P. Hill, Lght Div HQ
(X+1):15	J	1	Grg/Lght, R. Walker, R. Walker Arty Bn HQ, Braxton Battery, McIntosh Battery (R. Walker)
(X+1):30	J	1	Br/Lght
(X+2):00	J	1	Arch/Lght, Fld/Lght, Pndr/Lght, Crenshaw and Pegram Batteries (R. Walker)

**Example,** say the player successfully rolls for entry at 12 noon. Hill and the HQ group will arrive at 12:15 p.m., Gregg's Brigade, the artillery HQ and batteries at 1:15 p.m., Branch's Brigade at 1:30 p.m., and the rest of the division at 2:00 p.m.

Use the same order descriptions as the main Confederate Order of Arrival.

## Ghost Posting Authority (3.11)

	Cabell	Cutts	Jones	Courtney	Shumaker
Army Command	X (see 3.3)	X	X	X	X
Stuart	X			X	X
Divisional Command	McLaws			Lawton Early	J.R. Jones
D.H. Hill		X	X		
Pierson		X	X		

Army Command = Lee, Longstreet and Jackson

Divisional Command = As listed, if any