

Civil War, Brigade Series:

In their Quiet Fields II

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In their Quiet Fields II

The Battle of Antietam,
September 17, 1862
Civil War, Brigade Series Game #1,
2nd edition.
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1.0 General Special Rules

1.1 Terrain & Map Notes

1.1a The Potomac River. No unit can enter any all-river hex.

1.1b The Chesapeake and Ohio Canal. Ignore this canal. It is so close to the Potomac that the ground between them is useless.

1.1c Blackford's Ford. This is the Confederate army's escape route since the Sheperdstown Bridge has been destroyed. It costs a unit (any type) all of its Movement Allowance to move from 51.09 to 49.09 or vice versa.

1.1d Sunken Road. Units in these hexes are treated as if they were in a trench for Fire Combat and Morale purposes **IF** all fires in a fire combat—or the close combat attacker—enters through Sunken Road Protective Hexsides.

1.1e The Cornfield. This feature exists for historical reference only. It has no effect on play.

1.1f The McClellan Point Track. Use this track to record McClellan Points as they are acquired during play.

1.2 Plus Weapons

There are no Plus Weapons units in this game.

1.3 Command Rules

Do not use the Defensive Orders optional rules in this game—units need to be able to defend without orders.

2.0 Union Special Rules

2.1 Army Command

McClellan is in charge of the Army of the Potomac, period. He **cannot** become a casualty. Sorry, you are stuck with Little Mac.

2.2 Corps Commitment

Union corps become committed when they accept orders from McClellan. Show the committed-uncommitted status of each corps using the side of their HQ counter.

2.2a Committed Corps. A Corps becomes “Committed” the **instant** it **accepts** any order from McClellan. See also Burnside's Corps rule, 2.4. Record McClellan Points acquired because of that event according to 2.3. The McClellan Points are acquired upon *acceptance*, NOT when the orders are “*implemented*” (if there is a time difference). A Committed Corps can attempt to fulfill its orders without the restrictions of 2.2b. The instant the corps suffers a Corps Attack Stoppage, it becomes *uncommitted* once more. Furthermore, the HQ of a corps which becomes uncommitted must withdraw until it is at least 8 hexes (not MPs) from any enemy unit. Once so located, the corps HQ need not “retreat further” should the Confederates advance toward it. A Corps can alternate between committed and uncommitted states as much as the player is willing to expend the McClellan Points to do so.

Important: Only leaders in Committed Corps can attempt to obtain initiative.

2.2b Uncommitted Corps. Uncommitted corps are restricted by the following: Their HQs cannot move. Their Divisional Commander to Brigade command radius is 2 MPs. Their Corps HQ to Divisional Commander radius is 4 MPs. No unit of an uncommitted corps can be west of the Antietam Creek if the HQ is east of the creek. Divisional Goals cannot be assigned to units of an uncommitted Corps. Fire combat, movement, and morale functions are otherwise normal. Leaders in uncommitted corps cannot attempt to obtain initiative.

2.3 McClellan Points

McClellan Points are the price the Union Player pays for the amount of activity Little Mac shows during the battle. They represent how far “out on a limb” McClellan feels he has taken the army and directly influence the degree of victory.

McClellan Points are acquired whenever a corps becomes committed or recommitted, any turn in which more than one corps is committed, and for each order McClellan issues during play.

2.3a Corps Commitment. McClellan Points are acquired each time a corps is committed or recommitted according to the McClellan Point Chart. Record these points the instant the corps' status changes.

2.3b Multiple Corps Commitment. Every turn, after performing all Corps Attack Stoppage checks, subtract one from the total number of corps committed. If the result is one or more, record that number for the current turn. Repeat this expense each turn in which more than one corps is committed.

2.3c Order Issue. Each time McClellan sends an order, **add one McClellan Point** to the current total. This addition is made regardless of the eventual disposition of the order—even if it ends up distorted—or the order’s purpose. Orders issued due to initiative do not apply this McClellan Point costs.

2.3d Historical and Pre-Game Orders. Use of the historical orders in each scenario is recommended. If players choose to write their own orders for scenario 5.5, the following are in effect.

A) No more than two corps orders can be produced before play. Of them, one can be accepted, the other must be in Delay status of D1. The player can choose which one is which.

B) If 9th Corps is chosen as a recipient of either order, the rules in 2.4 still apply.

C) Apply the at-start McClellan Points given in the scenario—the costs of the above (including acceptance) have already been applied.

2.4 Burnside’s Ninth Corps

Unlike the other corps of the Army of the Potomac, Burnside’s 9th Corps does not instantly become committed upon the acceptance of an order. It becomes partially committed instead. The McClellan Points accrued for 9th Corps commitment do not take effect **until** the corps is fully committed.

2.4a Partial Commitment. While partially committed, 9th Corps is under the same restrictions as any other uncommitted corps, except that it can have units west of the Antietam Creek while its HQ remains east of it, it can have divisional goals assigned, AND its command radius limits revert to normal. While partially committed, 9th Corps does not make Corps Attack Stoppage Checks (regardless of the fighting it is doing). Mark 9th Corps’ partially committed status by placing Burnside (himself) in the map’s 9th Corps Partial Commitment Box.

2.4b Becoming Fully Committed. Each turn while partially committed, roll one die for 9th Corps during the Union Command Phase. If the roll is equal to or less than the number of turns 9th Corps has been partially committed, the corps becomes fully committed. Otherwise there is no effect. When the corps becomes fully committed, move Burnside from the Partial Commitment Box to the hex containing the 9th Corps HQ. Once fully committed, 9th Corps functions like any other committed Union corps and must begin making Corps Attack Stoppage Checks.

2.4c The Burnside—Cox Problem. Burnside is the 9th Corps’ commander. He has been, until the day of battle, the commander of McClellan’s Left Wing. The wing structure is no longer in effect and Burnside feels his “demotion” to a mere corps commander is a personal snub. Cox takes over the corps if Burnside becomes a casualty, but has no actual command until then. The above rules (2.4a & 2.4b) show the detrimental effects of Burnside’s out of character pouting fit.

2.5 The Cavalry Division

The Union cavalry is organized as one independent division. This division follows the same commitment rules as do the Union corps. It takes orders only from McClellan himself and cannot be attached to a corps.

2.6 Unit Detachment and Reattachment

No Union units can be detached from their parent corps and reattached to any other. Each corps must fight the battle as its own entity.

3.0 Confederate Special Rules

3.1 Army Command Seniority

Should Robert E. Lee become a casualty, Longstreet takes over. If Longstreet becomes unavailable, Stonewall Jackson takes the helm. Should none of these individuals be available to command the Army of Northern Virginia, D.H. Hill takes charge, and you lose the war.

3.2 Lack of Corps Organization

The Army of Northern Virginia is not yet working with the more rigid corps structure it will follow in later battles. The three senior officers are instead working as a partnership fighting the battle with the troops at hand—regardless of whose corps they technically come from.

The entire rebel army is fighting as individual divisions—each on Divisional Goals. Lee sends orders directly to the divisions, and Longstreet and Jackson can issue initiative based Divisional Goals to any division commander (regardless of actual corps affiliation) with which they happen to stack. Furthermore, (as an exception to the usual rules), commanders

at any level can roll for initiative for the same order on the same turn—for instance, Longstreet can attempt to get initiative to issue an order to Lawton, fail, and then Lawton can also roll for the same order.

Units from any command can use the “corps” supply wagons regardless of technical affiliations. In an exception to the usual Straggler Recovery rules, Confederate divisions can recover stragglers even while on divisional goals.

3.3 The Cavalry

Each of the brigades of the Confederate Cavalry Division is independent. These units do not need orders nor do they have to remain within any command radius.

4.0 Victory

Victory is determined according to the point schedules below.

4.1 Victory Points for Casualties

The Union player receives Victory Points (VPs) based on Confederate Losses and the Confederate player receives VPs based on Union Losses. Count only actual casualties (not stragglers) when determining the number of losses.

VPs Loss	Union Loss	Confederate Loss
0	0-35	0-16
5	36-70	17-31
10	71-106	32-47
15	107-141	48-62
20	142-176	63-93
30	177-211	94-124
40	212-250	125-150
50	251 or more	151 or more

Leader losses apply the following, count wounded or killed leaders as losses:

Union Points:

RE Lee: 35

Jackson: 15

Longstreet: 10

Confederate Points:

McClellan: 8

Any Corps Commander: 2

4.2 Victory Points for Geographic Objectives

Award the following to the Union player’s VP total if the Union player has undisputed control of the feature. If the entire feature cannot be claimed, none of

the points are awarded. The Confederate player does not get VPs for these features, he can only deny the points to the Union player.

The Cornfield	3
West Woods	3
Dunker Church	4
Sunken Road	7
Lower Bridge	5
Sharpsburg	13
Blackford's Ford	5
Sheperdstown Exit	5

4.3 Levels of Victory

Total the VPs awarded to each player, subtract the Confederate player's total from that of the Union player. Finally subtract the number of McClellan Points accrued during the game from the result. Determine victory as per the below.

Net VP Total	Victory
16 or more	Massive Union Victory
15 to 2	Minor Union Victory
1 to -7	Draw
-8 to -21	Minor Rebel Victory
-22 or less	Massive Rebel Victory

Historically, the battle was a draw with -3 VPs.

5.0 Scenarios

5.1 The Cornfield—Antietam's First Phase

General Information

First Turn: 5:30 am

Last Turn: 10:00 am

Total Game Length: 10 Turns

Special Rules: Play is confined within the boundaries of east of xx.05, west of xx.25 and north of 20.xx, inclusive. The Commitment and McClellan Point rules are not used. No new orders are available except by initiative.

Union Information

McClellan Points at Start:

NA

Set Up:

1 Corps Supply: **1.17**

3-1-1: **6.16 ex 5.16**

2-1-1: **8.16 ex 7.16**

1-1-1: **6.17**

1 Corps HQ: **6.18**

4-1-1, 1b: **7.18**

3-3-1: **9.16 ex 9.17**

2-3-1: **9.18**

1b: **7.20**

1b: **7.21**

1-2-1: **8.20**

2-2-1: **8.21**

3-2-1: **9.21 ex 9.20, 10.21**

1-3-1: **13.20 ex 12.19, 14.20**

12 Corps HQ: **1.25**

12 Corps Supply: **1.27**

3-1-12, 12b: **2.24**

1-1-12: **3.24**

1-2-12, 12b: **3.25**

2-2-12: **3.26**

3-2-12: **3.27**

Artillery Ammo: Unlimited

Orders:

1 Corps (Accepted): Attack south along the Hagerstown Pike to capture the Dunker Church, Cornfield and West Woods.

12 Corps (D1): Support the 1st Corps attack by attacking on its left through the East Woods along the Smoketown Road to capture the Dunker Church.

Reinforcements:

8:30 am, 14.25: 2-2 (all): Attack in a direct line from 14.25 to 17.12 via 16.15.

(Purest can—optionally—insist that 2-2 march in column along that line until it gets ambushed, the choice is yours...)

Committed Corps:

NA

Confederate Information

Set Up:

L-Cav: **13.09**

Cavb(2): **11.12**

Db(2): **12.12**

J-J-2, Db(2): **16.15**

St-J-2, 2b(4): **16.16**

E-E-2: **17.15**

S-J-2: **17.16**

T-J-2: **17.17**

2b(4): **18.14**

H-E-2: **18.15**

H-H-1: **18.16**

Jackson, Resb: **18.17**

1b: **18.18**

L-H-1: **19.17**

1b(3): **19.19**

L-E-2: **16.18 ex 16.17**

T-E-2: **16.19 ex 17.20**

R-dH-2: **18.19 ex 17.19**

2b(3): **21.14**

2 Corps Supply: **20.17**

Artillery Ammo: Unlimited

Orders:

None

Reinforcements:

8:30 am, 20.14: M-1 (all)—Move or attack into the West Woods, then await new orders.

9:00 am, 20.14: W-1 (all)—Move or attack into the West Woods, then await new orders.

Victory:

Player owning both the Dunker Church and the Cornfield at the end of play wins, any other result is a draw.

5.2 Bloody Lane—Antietam's Second Phase

General Information

First Turn: 10:00 am

Last Turn: 1:00 pm

Total Game Length: 7 Turns

Special Rules: Play is confined within the boundary of only hexes north of 30.xx, inclusive. The Commitment and McClellan Point rules are not used. No new orders are available except by initiative. Units beginning play east of the Antietam **cannot** cross the creek.

Record 10:00 am Losses and Stragglers (as per the 10:00 am Loss Table) to Loss Charts before setting up.

Union Information

McClellan Points at Start:

NA

Set Up:

Hooker and Mansfield are casualties, Meade commands 1st Corps, Williams the 12th Corps

1 Corps Supply: **2.17**

1b: **7.18**

2-1-1: **9.15**

4-1-1: **9.16**

2-3-1: **9.17 ex 8.16, 9.18**

3-3-1: **10.17**

3-1-1: **12.16**

1b: **8.19**

1 Corps HQ, 1b: **8.20**

1-3-1: **9.20**

2-2-1: **11.21**

3-2-12: **14.16**

2-2-2: **14.18**

3-1-12: **14.19**

1-2-1: **14.20**

12 Corps HQ, 1-1-12: **13.20**

12 Corps Supply: **12.22**

12b: **15.19**

12b: **16.19**

1-2-12: **18.18**

2-2-12: **19.19**
 2-3-2: **20.20**
 3-3-2: **20.21**
 1-3-2: **19.22**
 2b: **18.25**
 2 Corps HQ, 2b: **15.24**
 2-1-2: **16.26**
 1-1-2: **15.28**
 3-1-2: **14.29**
 2 Corps Supply: **15.30**
 5b: **26.28**
 5b: **27.28**
 5b: **28.27**
 5b: **29.27**
 5 Corps HQ: **27.30**
 Army Supply: **25.31**

Artillery Ammo: Unlimited

Orders:

12 Corps is to attack through the Dunker Church to capture the West Woods.

2 Corps is to attack to capture the Sunken Road

Reinforcements:

None

Committed Corps:

NA

Confederate Information

Set Up:

1x 1b, 2b, and Resb have been destroyed
 L-Cav: **10.10**
 Cavb(2): **11.12**
 Db(2): **12.12**
 2b(4): **14.13**
 Db(2): **16.14**
 S-M-1: **16.15**
 B-M-1: **16.16**
 Db(2): **17.13**
 T-J-2: **17.14**
 Jackson, E-E-2: **17.17**
 T-E-2: **18.17**
 K-M-1: **19.18**
 Resb: **20.16**
 R-W-1: **21.15**
 Resb: **21.17**
 W-W-1: **22.14**
 1 Corps Supply, 2 Corps Supply: **23.15**
 C-dH-2: **21.19**
 Ro-dH-2, Db(2): **21.20 ex 21.21**
 A-dH-2, Db(2): **22.22 ex 22.21**
 Resb: **22.17**
 C-M-1: **23.17**
 1b(3): **23.18**
 M-dH-2: **23.19**
 H-H-1, L-H-1: **24.14**
 Longstreet, F-A-1: **24.18**
 2b(4): **25.16**
 Wo-A-1: **25.18**

1b(3): **25.20**
 A-Evans: **25.22**
 M-A-1, P-A-1: **26.17**
 A-A-1: **27.15**
 W-A-1: **27.18**
 E-Evans: **27.20**
 Rb: **28.19**

Artillery Ammo: Unlimited

Orders:

M-1 and E-2 are to counterattack northeast in order to recapture the Cornfield.

A-1 is to move to reinforce the Sunken Road by occupying the H. Piper farm (23.19) and its adjacent hexes. Fill in the Sunken Road position as needed.

Reinforcements:

10:00 am, 30.11: H-Cav

Victory:

The player occupying all of the Sunken Road at the end of play wins.

5.3

**Burnside's Bridge—
Antietam's Final
Phase**

General Information

First Turn: 10:00 am
Last Turn: 4:00 pm
Total Game Length: 13 Turns

Special Rules: Play is confined within the boundary of only hexes north of 30.xx, inclusive. The Commitment and McClellan Point rules are not used—Except in the case of 9th Corps Partial Commitment and those special requirements and restrictions. 9th Corps will not suffer (and need not roll for..) Corps Attack Stoppage during this scenario—No new orders are available during this scenario to the Union player.

Record 10:00 am Losses and Stragglers (as per the 10:00 am Loss Table) to Loss Charts before setting up.

Union Information

McClellan Points at Start:
 NA

Set Up:

9 Corps Supply: **31.29**
 9b: **32.25**
 1-1-9: **32.29**
 2-1-9: **33.30**
 9 Corps HQ: **34.28**
 2-K-9: **34.24**

9b: **35.28**
 2-2-9: **35.26**
 1-2-9: **36.25**
 1-K-9: **36.26**
 2-3-9, 9b: **37.27**
 1-3-9: **38.26**
 Burnside: **9th Corps Partial Commitment Box**

Artillery Ammo: Unlimited

Orders:

9th Corps is to seize the Burnside's Bridge crossing and then advance to capture Sharpsburg.

3-9 has a divisional goal (D1 status) to cross the creek via Snavelly's Ford and attack northwest to capture hex 38.16.

Reinforcements:

None

Committed Corps:

9th Corps is Partially Committed

Confederate Information

Set Up:

P-Jo-1: **30.18**
 1b: **30.19**
 Db(2): **32.17**
 J-Jo-1: **32.18**
 D-Jo-1: **33.18**
 K-Jo-1: **34.17**
 1b(3): **34.18**
 1b(3): **35.21**
 T-Jo-1: **36.22 ex 37.23**
 R-Cav, Cavb(2): **43.18**
 Lee, Army HQ: **31.11**
 Army Supply: **32.09**

Artillery Ammo: Unlimited

Orders:

None

Reinforcements:

2:30 pm, Entry Hex A: aH-2 (all)—Move w/i 3 38.16 and await further orders.

Victory:

The player occupying the Burnside's Bridge, Stone Mill (32.20) and hex 38.16 at the end of play wins.

**5.4 Mid-Battle Start:
Antietam 10:00 am
and beyond**

General Information

First Turn: 10:00 am
Last Turn: 6:00 pm

Total Game Length: 17 Turns

Record 10:00 am Losses and Stragglers (as per the 10:00 am Loss Table) to Loss Charts before setting up.

Union Information

McClellan Points at Start:

24

Set Up:

Hooker and Mansfield are casualties, Meade commands 1st Corps, Williams the 12th Corps

1 Corps Supply: **2.17**

1b: **7.18**

2-1-1: **9.15**

4-1-1: **9.16**

2-3-1: **9.17 ex 8.16, 9.18**

3-3-1: **10.17**

3-1-1: **12.16**

1b: **8.19**

1 Corps HQ, 1b: **8.20**

1-3-1: **9.20**

2-2-1: **11.21**

3-2-12: **14.16**

2-2-2: **14.18**

3-1-12: **14.19**

1-2-1: **14.20**

12 Corps HQ, 1-1-12: **13.20**

12 Corps Supply: **12.22**

12b: **15.19**

12b: **16.19**

1-2-12: **18.18**

2-2-12: **19.19**

2-3-2: **20.20**

3-3-2: **20.21**

1-3-2: **19.22**

2b: **18.25**

2 Corps HQ, 2b: **15.24**

2-1-2: **16.26**

1-1-2: **15.28**

3-1-2: **14.29**

2 Corps Supply: **15.30**

5b: **26.28**

5b: **27.28**

5b: **28.27**

5b: **29.27**

5 Corps HQ: **27.30**

Army Supply: **25.31**

1-2-6: **4.26**

2-1-6: **4.27**

6b: **5.28**

3-1-6: **5.29**

6 Corps HQ: **4.30**

1-1-6: **5.32**

2-2-6: **6.31**

3-2-6: **7.31**

6b: **8.31**

6 Corps Supply: **10.32**

1-Cav: **14.34**

2-Cav: **14.33**

4-Cav: **15.33**

5-Cav, Cavb(3): **16.32**

3-Cav, Cavb(3): **17.33**

McClellan, Army HQ: **19.33**

2-1-5: **23.31**

1-1-5: **24.30**

3-1-5: **24.31**

1-2-5: **26.29**

5 Corps Supply: **26.30**

2-2-5: **28.28**

3-2-5: **30.29**

9 Corps Supply: **31.29**

9b: **32.25**

1-1-9: **32.29**

2-1-9: **33.30**

9 Corps HQ: **34.28**

2-K-9: **34.24**

9b: **35.28**

2-2-9: **35.26**

1-2-9: **36.25**

1-K-9: **36.26**

2-3-9, 9b: **37.27**

1-3-9: **38.26**

Burnside: 9th Corps Partial Commitment Box

Artillery Ammo: 180

Casualties: 64

Orders:

12 Corps is to attack through the Dunker Church to capture the West Woods.

2 Corps is to attack to capture the Sunken Road

9th Corps is to seize the Burnside's Bridge crossing and then advance to capture Sharpsburg.

3-9 has a divisional goal (D1 status) to cross the creek via Snavely's Ford and attack northwest to capture hex 38.16.

6 Corps is to move to w/i 3 4.20 and await further orders. (6 Corps is NOT Committed.)

Reinforcements:

None

Committed Corps:

2nd and 12th Corps are Committed, 9th Corps is Partially Committed. 1st Corps was Committed, but has failed its Corps Attack Stoppage Check, and no longer Committed.

Confederate Information

Set Up:

1x 1b, 2b, and Resb have been destroyed

L-Cav: **10.10**

Cavb(2): **11.12**

Db(2): **12.12**

2b(4): **14.13**

Db(2): **16.14**

S-M-1: **16.15**

B-M-1: **16.16**

Db(2): **17.13**

T-J-2: **17.14**

Jackson, E-E-2: **17.17**

T-E-2: **18.17**

K-M-1: **19.18**

Resb: **20.16**

R-W-1: **21.15**

Resb: **21.17**

W-W-1: **22.14**

1 Corps Supply, 2 Corps Supply: **23.15**

C-dH-2: **21.19**

Ro-dH-2, Db(2): **21.20 ex 21.21**

A-dH-2, Db(2): **22.22 ex 22.21**

Resb: **22.17**

C-M-1: **23.17**

1b(3): **23.18**

M-dH-2: **23.19**

H-H-1, L-H-1: **24.14**

Longstreet, F-A-1: **24.18**

2b(4): **25.16**

Wo-A-1: **25.18**

1b(3): **25.20**

A-Evans: **25.22**

M-A-1, P-A-1: **26.17**

A-A-1: **27.15**

W-A-1: **27.18**

E-Evans: **27.20**

Rb: **28.19**

P-Jo-1: **30.18**

1b: **30.19**

Db(2): **32.17**

J-Jo-1: **32.18**

D-Jo-1: **33.18**

K-Jo-1: **34.17**

1b(3): **34.18**

1b(3): **35.21**

T-Jo-1: **36.22 ex 37.23**

R-Cav, Cavb(2): **43.18**

Lee, Army HQ: **31.11**

Army Supply: **32.09**

H-Cav: **31.12**

Artillery Ammo: 100

Casualties: 45

Orders:

M-1 and E-2 are to counterattack northeast in order to recapture the Cornfield.

A-1 is to move to reinforce the Sunken Road by occupying the H. Piper farm (23.19) and its adjacent hexes. Fill in the Sunken Road position as needed.

Reinforcements:

2:30 pm, Entry Hex A: aH-2 (all)—Move w/i 3 38.16 and await further orders.

Victory:

Use the rules in 4.0.

Union Loss Chart—In their Quiet Fields II

Unit ID	Brigade	Morale	Fire Levels						
1-1-1	Phelps	B	B □	C □/□□					
2-1-1	Hofmann	C	AA □	AB □□□□□	A □/□□□□	B □□□	C □□□		
3-1-1	Patrick	B	A □□	B □/□□	C □□□				
4-1-1	Iron	A	A □□□□	B □□□/	C □□□				
1-1	Doubleday		□□□□/□						
1-2-1	Duryea	C	AA □	AB □□□□□	A □/□□□□	B □□□	C □□□		
2-2-1	Christian	B	AA □□	AB □□□□□	A □/□□□□	B □□□	C □□□		
3-2-1	Hartsuff	B	A □□□□	B □/□□□	C □□□				
2-1	Ricketts		□□□□/						
1-3-1	Seymour	B	AA □□□	AB □□□□□/	A □□□□□	B □□□	C □□□		
2-3-1	Magilton	B	AB □□□□□	A □□/□□□	B □□□	C □□□			
3-3-1	Anderson	B	AB □□□	A □□□/□□	B □□□	C □□□			
3-1	Meade		□□□□/						
1-1-2	Caldwell	B	AA □	AB □□□□□	A □/□□□□	B □□□	C □□□		
2-1-2	Irish	A	AB □□□□	A □□□□□	B □□/□	C □□□			
3-1-2	Brooke	B	AA □	AB □□□□□	A □/□□□□	B □□□	C □□□		
1-2	Richardson		□□□□/						
1-2-2	Gorman	B	AA □□	AB □□□□□	A □/□□□□	B □□□	C □□□		
2-2-2	Phildphia	C	AAB □	AA □□□□□	AB □□□/□□	A □□□□□	B □□□	C □□□	
3-2-2	Dana	B	AAB □	AA □□□□□	AB □□□/□□	A □□□□□	B □□□	C □□□	
2-2	Sedgwick		□□□□/□						
1-3-2	Kimbell	C	AB □□□□□	A □□/□□□	B □□□	C □□□			
2-3-2	Morris	C	AAB □	AA □□□□□	AB □□□/□□	A □□□□□	B □□□	C □□□	
3-3-2	Weber	C	AA □□□□	AB □□□□/□	A □□□□□	B □□□	C □□□		
3-2	French		□□□□/						
1-1-5	Barnes	B	AAB □	AA □□□□□	AB □□□/□□	A □□□□□	B □□□	C □□□	
2-1-5	Griffin	C	AAB □	AA □□□□□	AB □□□/□□	A □□□□□	B □□□	C □□□	
3-1-5	Stockton	B	AAB □□□	AA □□□□□	AB □□/□□□	A □□□□□	B □□□	C □□□	
1-5	Morell		□□□□/□						
1-2-5	Buchanan	A	A □□□□	B □□□/	C □□□				
2-2-5	Lovell	B	AA □□	AB □□□□□	A □/□□□□	B □□□	C □□□		
3-2-5	Warren	B	AA □□□□	AB □□□□□/	A □□□□□	B □□□	C □□□		
2-5	Sykes		□□□□/						
1-1-6	N.Jersey	C	AB □□□□□	A □□/□□□	B □□□	C □□□			
2-1-6	Bartlett	B	AA □□	AB □□□□□	A □/□□□□	B □□□	C □□□		
3-1-6	Newton	B	AA □□	AB □□□□□	A □/□□□□	B □□□	C □□□		
1-6	Slocum		□□□□/						
1-2-6	Hancock	B	AA □□□□	AB □□□□□/	A □□□□□	B □□□	C □□□		
2-2-6	Vermont	B	AAB □	AA □□□□□	AB □□□/□□	A □□□□□	B □□□	C □□□	
3-2-6	Irwin	B	AA □	AB □□□□□	A □/□□□□	B □□□	C □□□		
2-6	Smith		□□□□/						
1-1-9	Christ	B	AB □□□□□	A □□/□□□	B □□□	C □□□			
2-1-9	Welch	C	AB □□□□□	A □□/□□□	B □□□	C □□□			
1-9	Wilcox		□□□/						
1-2-9	Nagle	C	AA □	AB □□□□□	A □/□□□□	B □□□	C □□□		
2-2-9	Ferrero	B	AB □□□□□	A □□/□□□	B □□□	C □□□			
1-9	Sturgis		□□□/						
1-3-9	Fairchild	C	A □□□□□	B □/□□□	C □□□				
2-3-9	Harland	C	AA □□	AB □□□□□/	A □□□□□	B □□□	C □□□		
3-9	Rodman		□□□/						
1-K-9	Ewing	B	AB □	A □□□□/□	B □□□	C □□□			
2-K-9	Crook	B	AA □□□□	AB □□□□□/	A □□□□□	B □□□	C □□□		
K-9	Scammon		□□□/						
1-1-12	Crawford	C	AAA □	AAB □□□□□	AA □□□□/□	AB □□□□□	A □□□□□	B □□□	C □□□
3-1-12	Gordon	C	AAA □□	AAB □□□□□	AA □□□□/□	AB □□□□□	A □□□□□	B □□□	C □□□
1-12	Williams		□□□/						
1-2-12	Tyndale	B	AB □□□□□	A □□/□□□	B □□□	C □□□			
2-2-12	Stainbrook	C	A □□	B □□/□	C □□□				
3-2-12	Goodrich	B	AB □	A □□□□□/	B □□□	C □□□			
2-12	Greene		□□□□/						

1-Cav	2-Cav	3-Cav	4-Cav	5-Cav	<u>Cav</u>
Whiting	Farnsworth	Rush	McReynolds	Davis	<u>Pleasanton</u>
D	D	D	D	D	
C □□/□□□□□□	C □□□/□□□□□□	C □□□/□□□□□□	C □□□/□□□□□□	C □□□/□□□□□□	C □□□/□□□□□□

Confederate Loss Chart—In their Quiet Fields II

Unit ID	Brigade	Morale	Fire Levels			
A-A-1	Armistead	B	B □□□✓	C □□□		
F-A-1	Feathrstne	B	A □□□	B □□✓□	C □□□	
M-A-1	Mahone	B	C □□✓			
P-A-1	Pryor	B	C □□□✓			
W-A-1	Wright	A	A □□	B □□□	C □✓□□	
Wo-A-1	Wilcox	B	A □	B □□□✓	C □□□	
A-1	Anderson		□□□□□✓□			
H-H-1	Texas	A	A □□□	B □□□	C □✓□□	
L-H-1	Law	A	AB □□□□	A □□□□□	B □✓□□	C □□□
H-1	Hood		□□✓			
D-Jo-1	Drayton	B	AB □	A □□□□□	B □□✓□	C □□□
J-Jo-1	Jenkins	A	B □□	C □□✓□		
K-Jo-1	Kemper	B	C □□□✓			
P-Jo-1	Pickett	B	C □□□✓			
T-Jo-1	Toombs	A	B □□□	C □□✓□		
Jo-1	DRJones		□□□✓□□			
B-M-1	Barksdale	B	A □□□	B □□✓□	C □□□	
C-M-1	Cobb	B	B □□□✓	C □□□		
K-M-1	Kershaw	B	A □□	B □□□✓	C □□□	
S-M-1	Semmes	B	B □□□✓	C □□□		
M-1	McLaws		□□□✓□			
R-W-1	Ransom	C	AB □□□□□	A □□✓□□□	B □□□	C □□□
W-W-1	Walker	B	AB □□□□□	A □□□✓□□	B □□□	C □□□
W-1	Walker		□✓□			
A-dH-2	GBAndrsn	B	A □□□□	B □□✓□	C □□□	
C-dH-2	Colquitt	A	A □□□□□	B □□□✓	C □□□	
M-dH-2	McRae	C	A □	B □□✓□	C □□□	
R-dH-2	Ripley	A	A □□□□□	B □□□✓	C □□□	
Ro-dH-2	Rodes	A	A □	B □□□	C □✓□□	
dH-2	DH Hill		□□□□✓□			
E-E-2	Early	A	AB □	A □□□□□	B □□✓□	C □□□
H-E-2	Hays	A	B □□□	C □✓□□		
L-E-2	Lawton	B	AB □	A □□□□□	B □✓□□	C □□□
T-E-2	Trimble	A	A □	B □□□	C □✓□□	
E-2	Ewell		□□□□✓			
J-J-2	Jones	B	C □□✓□			
S-J-2	Starke	A	B □□□	C □□✓□		
St-J-2	Stonewall	A	C □□✓			
T-J-2	Taliaferro	B	B □□	C □✓□□		
J-2	Jackson		□□□□✓			
A-aH-2	Archer	A	B □	C □□✓□		
B-aH-2	Branch	B	C □□✓			
F-aH-2	Field	B	C □✓			
G-aH-2	Gregg	A	A □□□□	B □□□	C □✓□□	
P-aH-2	Pender	A	C □□✓			
aH-2	AP HILL		□□□□□✓			
A-Evans	GTAndrsn	B	B □□	C □✓□□		
E-Evans	Evans	B	C □□✓□			
Evans	Evans		□□✓			
H-Cav	Hampton	C	C □□□✓□□□			
L-Cav	Lee	C	C □□✓□□□			
R-Cav	Robertson	C	C □□✓□□□			
Cav	Stuart		□□✓□			

5.5 The Battle of Antietam, September 17th, 1862

General Information

First Turn: 5:30 am
Last Turn: 6:00 pm
Total Game Length: 26 Turns

Union Information

McClellan Points at Start:
 6

Set Up:

1 Corps Supply: **1.17**
 3-1-1: **6.16 ex 5.16**
 2-1-1: **8.16 ex 7.16**
 1-1-1: **6.17**
 1 Corps HQ: **6.18**
 4-1-1, 1b: **7.18**
 3-3-1: **9.16 ex 9.17**
 2-3-1: **9.18**
 1b: **7.20**
 1b: **7.21**
 1-2-1: **8.20**
 2-2-1: **8.21**
 3-2-1: **9.21 ex 9.20, 10.21**
 1-3-1: **13.20 ex 12.19, 14.20**
 12 Corps HQ: **1.25**
 12 Corps Supply: **1.27**
 3-1-12, 12b: **2.24**
 1-1-12: **3.24**
 1-2-12, 12b: **3.25**
 2-2-12: **3.26**
 3-2-12: **3.27**
 2-Cav: **14.33**
 1-Cav: **14.34**
 4-Cav: **15.33**
 5-Cav, Cavb(3): **16.32**
 1-2-2: **16.34**
 3-Cav, Cavb(3): **17.33**
 3-2-2: **17.34**
 2-2-2: **18.33**
 2 Corps Supply: **18.34**
 McClellan, Army HQ: **19.33**
 3-3-2: **19.35**
 2b: **20.31**
 3-1-2: **20.32 ex 21.32**
 1-3-2: **20.33**
 2-3-2: **20.34**
 2 Corps HQ: **21.33**
 2b: **22.30**
 2-1-2: **22.31**
 1-1-2: **23.31**
 Army Supply: **25.31**
 1-2-5: **26.29**
 5 Corps Supply: **26.30**
 5b: **27.28**
 3-2-5: **27.29**
 5 Corps HQ: **27.30**
 9 Corps Supply: **27.31**
 5b: **28.27**

2-2-5: **28.28**
 5b: **29.27**
 2-2-9: **30.28**
 1-2-9: **31.29**
 9b: **32.25**
 1-1-9: **33.31**
 9 Corps HQ: **34.28**
 2-1-9: **34.31**
 9b: **35.28**
 2-K-9: **35.30**
 1-K-9: **36.29**
 9b: **37.27**
 1-3-9: **37.31**
 2-3-9: **38.30**

Artillery Ammo: 250

Casualties: 0

Orders:

1 Corps: Attack south along the Hagerstown Pike to capture the Dunker Church, Cornfield and West Woods.

12 Corps (status is D1): Support the 1st Corps attack by attacking on its left through the East Woods along the Smoketown Road to capture the Dunker Church.

Reinforcements:

8:00 am, Entry Hex B: 1-5 (all), 5b—Rejoin Corps.
 9:00 am, Entry Hex B: 6 Corps (all)—Move to w/i 3 4.20 and await further orders. (6 Corps is NOT Committed.)

Committed Corps:

1st Corps

Confederate Information

Set Up:

L-Cav: **13.09**
 Cavb(2): **11.12**
 Db(2): **12.12**
 J-J-2, Db(2): **16.15**
 St-J-2, 2b(4): **16.16**
 E-E-2: **17.15**
 S-J-2: **17.16**
 T-J-2: **17.17**
 2b(4): **18.14**
 H-E-2: **18.15**
 H-H-1: **18.16**
 Jackson, Resb: **18.17**
 1b: **18.18**
 L-H-1: **19.17**
 1b(3): **19.19**
 L-E-2: **16.18 ex 16.17**
 T-E-2: **16.19 ex 17.20**
 R-dH-2: **18.19 ex 17.19**
 2b(3): **21.14**
 2 Corps Supply: **20.17**
 Longstreet: **22.18**
 C-dH-2, Db(2): **21.20 ex 21.21**
 M-dH-2, Db(2): **22.22 ex 22.21**

Ro-dH-2: **23.22 ex 24.21**
 1 Corps Supply: **24.18**
 2x Resb: **24.19**
 A-dH-2: **27.23 ex 28.22**
 E-Evans: **28.19**
 P-Jo-1: **30.18**
 A-Evans, 1b(3): **30.19**
 Lee, Army HQ: **31.11**
 1b: **31.18**
 Army Supply: **32.07**
 J-Jo-1: **32.18**
 D-Jo-1: **33.18**
 K-Jo-1: **34.17**
 T-Jo-1: **35.20**
 1b(3): **35.21**
 R-W-1: **39.20**
 Db(2): **39.23**
 Rb: **40.09**
 Rb: **41.09**
 W-W-1: **40.18**
 R-Cav, Cavb(2): **43.18**

Artillery Ammo: 150

Casualties: 0

Orders:

None

Reinforcements:

5:30 am, Entry Hex A: M-1 (all), 1b—Move to w/i 3 31.10 and await further orders.
 7:00 am, Entry Hex A: A-1 (all), H-Cav—Move to w/i 3 31.10 and await further orders.
 2:30 pm, Entry Hex A: aH-2 (all)—Move to w/i 3 38.16 and await further orders.

Victory:

Use the rules in 4.0.

Historical Notes

The Maryland Campaign that ended just after the Battle of Antietam (or Sharpsburg), really began on June 1, 1862 when Robert E. Lee took over command of the Army of Northern Virginia. At that time, George B. McClellan's Army of the Potomac was on the outskirts of Richmond. A force under McDowell was near Fredericksburg and another was at the bottom of the Shenandoah Valley. All of these Union forces represented a critical—if uncoordinated—situation for the Confederacy.

In order to improve his position, Lee ordered a concentration of forces at Richmond. Stonewall Jackson's force came from the Valley in time to participate, disappointingly, in the Battles of the Seven Days. In that struggle, the Army of the

Potomac was forced back to the James River and ceased to be a threat to Richmond.

Meanwhile, John Pope was assigned command of the Army of Virginia (a motley formation consisting of McDowell's corps and other scattered elements between Fredericksburg and Manassas). To oppose any advance Pope's army, Lee dispatched Jackson's command while Longstreet remained near Richmond to watch McClellan. As soon as it could be determined that McClellan would not again become active, Longstreet would march north also.

Before this link-up occurred, Jackson fought a portion of Pope's army at Cedar Mountain. The reunited Army of Northern Virginia then ravaged Pope's army at the 2nd Battle of Manassas. Pope withdrew to Washington and was relieved. His army was merged with McClellan's Army of the Potomac which was being withdrawn from the Peninsula.

Lee had three options at this point—he could attempt to capture Washington, stay and await Union movements, or take his army north into Maryland and Pennsylvania. The first was never within his grasp. Washington had been well fortified early in the war and the massive numbers of troops there (McClellan's army as well as the original garrison) could easily withstand a direct attack. While both of the latter two options were possible, Lee reasoned that the northern movement was the best choice. He felt he could gain recruits and support from Maryland (a border slave state), bring the war into northern territory (thereby freeing Virginia for the harvest and making the North pay as the South had for a war on its own soil). A victory on northern soil might, it was thought, bring about that most elusive goal—European recognition of the Confederacy. After a summer full of victories, it seemed that one more in the North might just do it. Lee crossed the Potomac and moved north on September 4, 1862.

McClellan took charge of the combined Army of the Potomac. He left two corps and portions of others to defend Washington. Deluded as to the strength of the Rebel army, he cautiously probed forward toward Lee. He would attempt once again, he convinced himself, to save the Union with the odds and deck stacked against him.

Lee reached Frederick, Maryland on September 6. The mere two days he had been in the North showed him the campaign was not on track. McClellan moved north from Washington faster than expected. No crowds of recruits appeared, indeed the

population was decidedly sullen about the Southerners, if not actually hostile. Worse, the Army of Northern Virginia was dwindling dangerously in size—a result of poor supply and transport, long marches, numerous battles, and numerous refusals to invade Northern territory. As a result, the Southern army's strength was cut in half.

Lee planned to split his army into three parts. Jackson would swoop down on the Federal garrison at Harpers Ferry. He was to capture what was there and open a route into the Shenandoah Valley which could support future operations. Longstreet would move to Hagerstown and await future developments. Lastly, D.H. Hill would screen the passes over South Mountain and protect the rest of the army. Lee wanted to reduce Harpers Ferry and reassemble the army before McClellan could react. This might have happened had it not been for an incredible stroke of Union luck.

Before leaving Frederick, Lee's orders were copied for all concerned commanders. One was made out to D.H. Hill. Jackson—Hill's nominal commander—copied his own order and forwarded it to Hill as standard procedure. The copy from the army headquarters sent directly to Hill somehow ended up abandoned. The order, wrapping three quality cigars, was found by the Union army. It was forwarded to McClellan. His knowledge of a staff officer's signature verified it as genuine. McClellan pushed forward at a redoubled pace.

McClellan decided to smash through the South Mountain passes and then mop up the scattered parts of Lee's army before it could reassemble. To do this, he sent 6th Corps southward to capture Crampton's Gap, and 1st & 9th Corps due west to capture Turner's Gap. Even though the execution of the South Mountain operation was clumsy and slow, McClellan convinced himself he had delivered a stunning blow to Lee's army.

Lee, confused by this sudden burst of activity, ordered the concentration of the army at Sharpsburg. He soon found out the reason for McClellan's puzzling movements from a man who had been present when McClellan acquired the Lost Order. As orders to withdraw into Virginia were being prepared, Jackson sent word that Harpers Ferry would surrender. It was September 15th. Plans to end the campaign were dropped—the Army would concentrate at Sharpsburg and offer battle.

McClellan, ever in character, moved slowly past South Mountain toward the Rebels at Sharpsburg. By the morning of

the 16th, he was along the banks of the Antietam Creek in force. No action occurred that day, except for some skirmishing.

In the early morning fog of September 17th, McClellan began his attack. Planning, as reported years later in his self-serving memoirs, was vague. He wished to attack on the right, then on the left and as soon as one or both of these attacks made headway, he would strike at the center. He called both of these first two movements "the main attack". During the fight, McClellan left the execution of the battle to his bewildered corps commanders. Without higher coordination, these men launched a series of incredibly violent, but isolated and piecemeal, attacks.

Joseph Hooker's 1st Corps went in at dawn. Hooker wanted to advance to capture the Dunker Church. The corps advanced southward with the 1st Division on the right near the Hagerstown Pike and the 2nd Division on the left through the East Woods. Large numbers of Confederates were on hand under Jackson's command. These troops wasted no time in launching counterattacks. From 6:00 am to 7:30 am, 1st Corps was engaged in running fights through the Cornfield and the areas around it. The Confederates stripped other areas of the field to bolster their left. Crippled units were pulled from the line to recover, while fresh formations took their place. Fighting completely unsupported and even outnumbered, 1st Corps battled just to hold on to earlier gains—let alone make further progress. Vicious counterattacks by Hood's Division and other Confederates ripped into the Union line and pushed them back out of the Cornfield and East Woods. 1st Corps, after taking 3,000 casualties, reeled back to recover and was not used in the battle again.

12th Corps had orders to support 1st Corps—but these failed to mention the vital information of how or when. The corps' commander, Mansfield, unsure of the situation of 1st Corps, probed forward slowly. Before becoming heavily engaged, Mansfield was mortally wounded and 1st Corps came exploding backwards out of the fight. Williams took over command of the corps and began to push into the attack on the Dunker Church. Greene's Division took the ground around the church but could go no further. After spending a few hours exposed to withering Confederate artillery fire from a massed battery just south of the church, Greene's lodgment was destroyed in a general Confederate offensive launched by McLaws' Division against Sedgwick's Division from 2nd Corps. 12th Corps, too, fell back out of the

battle.

Convinced at long distance that Hooker's attack had routed the Confederate left, McClellan felt that additional troops were needed for the "clean up." He ordered 2nd Corps to attack at 8:00 am and gave their corps commander, Edwin Sumner, a completely inaccurate assessment of the situation. Sumner led Sedgwick's Division—in parade order—straight across the front of the amazed and battered remnants of 1st and 12th Corps to what he thought was the Union right. There he would wheel into line facing south and assist the final attack on the Confederate left. French's Division followed Sedgwick at a distance and slowly fell behind and eventually became separated. Sumner and the lead division entered the West Woods where they were caught by a division-sized ambush by McLaws' Division led by Jackson. Attacked from three sides, Sedgwick's Division collapsed and was almost destroyed. The Confederates pushed home their attack and cleared the area between the West and East Woods. In the confusion, French wheeled his division into line facing south to the east of 12th Corps' position. French launched the first of a series of unsuccessful attacks on the Sunken Road.

Richardson's Division of 2nd Corps was held back while the rest of the corps moved out under Sumner's confused directions. It waited while a late division of 5th Corps arrived to fill its place in the line. After crossing the creek, Richardson fell in behind French in his attacks on the Confederate center. D.H. Hill's Division (with Anderson's in support) occupied a sunken road in the center of the Rebel line. Large portions of the Confederate army, including some of Hill's brigades had already been wrecked, but reserves from the now quiet left flank were shifted to bolster the center. As the remainder of Hill's Division melted away in the Sunken Road—now called the Bloody Lane—they were replaced with Anderson's men who met the same fate. Richardson's Division attacked the position like men possessed—the elite Irish Brigade would bury itself here. At the climax of the fight, a misunderstood order sent Confederate brigades retreating out of the road and Richardson's men stormed the trench in their wake. Within a stones throw of the road, Richardson himself was killed and without his firm leadership, precious moments slipped away. The 2nd Corps attack faltered and ground to a halt. This gave the shattered Confederates time to build a line—of sorts—to plug the hole in

their center. Years later, many soldiers North and South came to realize that at that moment with 10,000 fresh men—men the Union army had in abundance—the Army of the Potomac could have slashed through the thin Rebel line and routed the Army of Northern Virginia. Longstreet after the war said that never had the balance hung so close with one side so oblivious to the complete victory within their grasp.

During the late morning, 6th Corps arrived near the East Woods and took up defensive positions. Except for the lone assaults of one brigade (launched without authority), the corps remained out of the battle. The same was true of the 5th Corps and Union Cavalry. Aside from artillery fires directed into the battle from the eastern bank of the Antietam and the securing of the Middle Bridge, these units contributed nothing to the battle. The corps which were committed were ground up in the process. A look at the final casualties of the battle show either white or black—a corps was either decimated or received little loss at all.

Since before noon, Burnside's 9th Corps had been attempting to cross the Antietam via the Lower (Burnside's) Bridge. They made several attempts—each repulsed with heavy losses of both men and time. Troops sent further south succeeded in crossing the creek at a ford and assisted the final, successful, attempt to take the bridge. Confederate defenses in the sector collapsed and units were rushed from the center of the line (where 2nd Corps' attack had collapsed). 9th Corps pushed on toward Sharpsburg.

A.P. Hill's Division was left behind at Harpers Ferry to parole the prisoners. When the battle first began, Hill's Division stepped-out toward Sharpsburg. After a grueling all-day march, Hill reached the field with under 2,000 men (exaggerated in some accounts to 3,000 or more) around the time 9th Corps was making its stab at Sharpsburg. Hill immediately swung into the attack. The ferocity of this blow on the exhausted 9th Corps caused Burnside to break contact and pull back. His decision ended the battle.

Lee remained on the field the next day to allow the army's wounded and supply units to withdraw across the Potomac. Given McClellan's caution, Lee felt he could successfully bluff the Union commander into giving him the time he needed to make an orderly withdrawal. McClellan cooperated and allowed Lee to withdraw that night unmolested. The Maryland Campaign came to an end.

The Battle of Antietam was the

bloodiest single day of combat in American history. Lee rebuffed a Union army nearly three times the size of his own and withdrew in good order to preserve his force. For their part, the Union troops had given all they could and then some—but their sacrifices could not make up for the ineptitude of their higher command. There would be many more blood-baths in this war—what chance there was to end it here was thrown away and the common soldier was doomed to suffer three more long years of battle.

If Antietam was a tactical draw, it was enough of a Union win to allow Lincoln an opportunity to issue the preliminary Emancipation Proclamation. Lincoln's action wrung a strategic victory from the bloody field near Sharpsburg. He had changed the war aims of both North and South—redefining the war in the light of slavery and moving beyond issues of Union and consolidation under a strong federal government. Lincoln brilliantly converted the war into a moral crusade—one which would preclude European interference. His document sealed the fate of the South.

McClellan postponed all advances in pursuit of Lee for about a month. Then he slowly moved the army into the center of Northern Virginia. Just after the elections, McClellan was removed from power and would not command again during the war.

Order of Battle and Counter Manifest

The Army of the Potomac

Command:

McClellan
Army of the Potomac HQ
Army Supply Train

1st Corps:

Hooker, 1 Corps HQ, 1 Corps Supply
3x 5-Gun Point, 1 Corps Artillery Batteries

1st Division:

Doubleday
1-1-1 Phelps
2-1-1 Hofman
3-1-1 Patrick
4-1-1 Iron

2nd Division:

Ricketts
1-2-1 Duryea
2-2-1 Christian
3-2-1 Hartsuff

3rd Division:

Meade
1-3-1 Seymour
2-3-1 Magilton
3-3-1 Anderson

2nd Corps:

Sumner, 2 Corps HQ, 2 Corps Supply
2x 5-Gun Point, 2 Corps Artillery Batteries

1st Division:

Richardson
1-1-2 Caldwell
2-1-2 Irish
3-1-2 Brooke

2nd Division:

Sedgwick
1-2-2 Gorman
2-2-2 Philadelphia
3-2-2 Dana

3rd Division:

French
1-3-2 Kimbell
2-3-2 Morris
3-3-2 Weber

5th Corps:

Porter, 5 Corps HQ, 5 Corps Supply
4x 5-Gun Point, 5 Corps Artillery Batteries

1st Division:

Morell
1-1-5 Barnes
2-1-5 Griffen
3-1-5 Stockton

2nd Division:

Sykes
1-2-5 Buchanan
2-2-5 Lovell
3-2-5 Warren

6th Corps:

Franklin, 6 Corps HQ, 6 Corps Supply
2x 5-Gun Point, 6 Corps Artillery Batteries

1st Division:

Slocum
1-1-6 New Jersey
2-1-6 Bartlett
3-1-6 Newton

2nd Division:

W. Smith
1-2-6 Hancock
2-2-6 Vermont
3-2-6 Irwin

9th Corps:

Burnside "Left Wing" Commander, actually
corps commander

Cox, 9 Corps HQ, 9 Corps Supply
3x 5-Gun Point, 9 Corps Artillery Batteries

1st Division:

Wilcox
1-1-9 Christ
2-1-9 Welsh

2nd Division:

Sturgis
1-2-9 Nagle
2-2-9 Ferrero

3rd Division:

Rodman
1-3-9 Fairchild
2-3-9 Harland

K (Kanawha) Division:

Scammon
1-K-9 Ewing
2-K-9 Crook

12th Corps:

Mansfield, 12 Corps HQ, 12 Corps Supply
2x 5-Gun Point, 12 Corps Artillery Batteries

1st Division:

Williams
1-1-12 Crawford
3-1-12 Gordon

2nd Division:

Greene
1-2-12 Tyndale
2-2-12 Stainbrook
3-2-12 Goodrich

Cavalry Division:

Pleasanton
2x 3-Gun Point, Cav Artillery Batteries
1-Cav Whiting
2-Cav Farnsworth
3-Cav Rush
4-Cav McReynolds
5-Cav Davis

The Army of Northern Virginia

Command:

Lee
Army of Northern Virginia HQ
Army Supply Train
5x 5-Gun Point Res Artillery Batteries

"1st Corps:"

Longstreet, 1 Corps Supply
6x 5-Gun Point, 1 Corps Artillery Batteries

Anderson's Division:

Anderson
A-A-1 Armistead
F-A-1 Featherston
M-A-1 Mahone
P-A-1 Pryor
W-A-1 Wright
Wo-A-1 Wilcox

Hood's Division

Hood
H-H-1 Texas
L-H-1 Law

Jones' Division:

DR Jones
D-Jo-1 Drayton
J-Jo-1 Jenkins
K-Jo-1 Kemper
P-Jo-1 Pickett
T-Jo-1 Toombs

McLaws' Division:

McLaws
B-M-1 Barksdale
C-M-1 Cobb
K-M-1 Kershaw

S-M-1 Semmes

Walker's Division:

Walker
W-W-1 Walker
R-W-1 Ransom

"2nd Corps:"

Jackson, 2 Corps Supply
3x 5-Gun Point, 2 Corps Artillery Batteries

Hill's Light Division:

AP Hill
A-aH-2 Archer
B-aH-2 Branch
F-aH-2 Field
G-aH-2 Gregg
P-aH-2 Pender

DH Hill's Division:

DH Hill
A-dH-2 Anderson
C-dH-2 Colquitt
M-dH-2 McRae
R-dH-2 Ripley
Ro-dH-2 Rodes

Ewell's Division:

Lawton
E-E-2 Early
H-E-2 Hays
L-E-2 Lawton
T-E-2 Trimble

Jackson's Division:

JR Jones
J-J-2 Jones
S-J-2 Starke
St-J-2 Stonewall
T-J-2 Taliaferro

Evans' Provisional Division:

Evans
A-Evans Anderson
E-Evans Evans

Stuart's Cavalry Division:

Stuart
2x 2-Gun Point, Cav Artillery Batteries
H-Cav Hampton
L-Cav Lee
R-Cav Robertson

The Gamers

McClellan Point Chart

Corps	First Commit	Re-Commit
1, 6, or 9	4	2
12	3	1
2	5	2
5	6	2
Cavalry	1	0

Multiple Corps Commitment:

For each turn when 2 or more corps are committed at once,
 Number of Corps -1 McClellan Points

Orders:

Each Order McClellan Issues: 1 McClellan Point

10:00 am Loss Table

For use with Scenarios 5.2, 5.3 and 5.4. Unlisted units do not have losses as of the 10:00am turn.

Confederate:

Unit	Casualties	Stragglers
H-H-1	5	1
L-H-1	4	3
B-M-1	1	
C-M-1	3	2
K-M-1	1	1
A-dH-2	1	
C-dH-2	2	2
M-dH-2	2	2
R-dH-2	6	5
E-E-2	2	2
H-E-2	3	3
L-E-2	6	6
T-E-2	2	2
J-J-2	2	1
S-J-2	3	3
St-J-2	1	1
T-J-2	2	2
A-Evans	1	

Union:

Unit	Casualties	Stragglers
1-1-1	2	2
3-1-1	2	2
4-1-1	4	3
1-2-1	3	4
2-2-1	2	7
3-2-1	6	4
1-3-1	1	1
2-3-1	2	2
3-3-1	2	1
1-2-2	8	10
2-2-2	6	8
3-2-2	9	13
1-1-12	5	8
3-1-12	7	10
1-2-12	2	2
3-2-12	1	1