



LAST FURY AT ANTETAM

The Maryland Campaign

South Mountain ~ Harper's Ferry ~ Antietam

September 14th ~ 20th 1862



LAST FULL MEASURE

The Maryland Campaign

After defeating Pope at Second Manassas, and driving Union forces back into the defenses of Washington, Lee decided to cross the Potomac into Maryland. On September 4th, elements of the Army of Northern Virginia crossed into Maryland at Point of Rocks north of Leesburg Virginia.

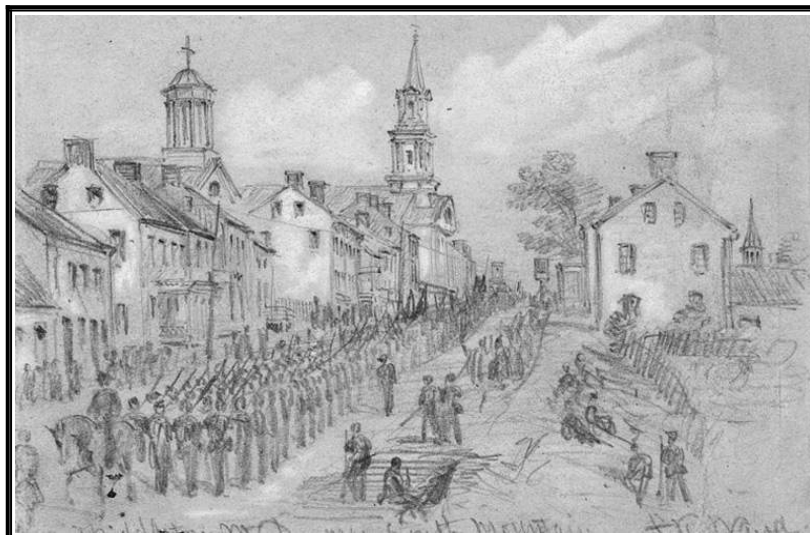
Learning of this, McClellan left two corps in the Washington defenses, and marched the other six corps of Army of the Potomac out of Washington in pursuit of Lee.

The main body of Lee's army crossed into Maryland at White's Ford on September 5th and 6th, and the army was concentrated at Frederick City by September 9th. Lee was disappointed in the response he got to his appeal to the Marylander's to join the rebellion, and decided to take the campaign into Pennsylvania. To that end, he issued Special Order number 191 directing Jackson to capture Martinsburg, and then Harpers Ferry to secure the supply line the operation would require. Longstreet was directed to move to Boonesboro leaving D.H.Hill's division to guard Turner's Gap. McLaws and R.H.Anderson's divisions were to move to Harpers Ferry to support its capture. McLaws arrived at Brownsville, 6 miles northeast of Harpers Ferry, on September 11th. Leaving Semmes' brigade at Brownsville Pass in South Mountain to cover his rear, he continued on toward Harpers Ferry to take Maryland Heights.

The Army of the Potomac entered Frederick City on September 13th. At the Best Farm nearby, a lost copy of Lee's order was found and gotten to McClellan who also received word from Miles that Harpers Ferry was under siege and could only hold out for two days. McClellan eventually ordered Franklin's VI corps to relive Harper's Ferry via Crampton's Gap to be followed by Couch's IV Corps. VI Corps moved out and camped at Jefferson Maryland that night. The Union cavalry under Pleasanton was ordered west from Frederick and engaged Confederate cavalry at Braddock's Gap, Middletown, and Quebec School House near Burkittsville. The rest of the army marched west on the National Road. As it reached Middletown they became visible to D.H.Hill's men, guarding Turner's Gap.

Semmes, guarding Brownsville Gap in South Mountain, near Burkittsville, sent a small force under Parham of R.H.Anderson's division to guard Crampton's Gap to his north. Stuart sent Munford's and two regiments of his brigade, plus Chew's artillery to Crampton's Gap, and the 5th Virginia Cavalry of Fitz Lee's brigade, and a section of Pelham's artillery to Fox's Gap to assist in holding those places against McClellan.

On the morning of the 14th, Franklin waited for IV Corps as long as dared, then gave up and headed to Burkittsville. A portion of the IX corps under Reno and Hooker's I corps arrived at Bolivar on the Nation Road, and the Army of the Potomac prepared to assault the South Mountain Gaps.



Union troops march through Middletown

The Battle of Harpers Ferry

Jackson left Frederick City on September 10th, crossing into Virginia at Williamsport and heading to Martinsburg. McLaws arrived at and was engaged at Maryland Heights on the 12th. At 9:00 a.m. on September 13, McLaws' men pushed back the defenders. Union troops had held against repeated assaults until a flanking maneuver by Barksdale's brigade forced them to retreat down the heights. McLaws placed artillery on the captured position, threatening both Bolivar Heights across the river and Camp Hill below.

The same day, Manning's brigade of Walker's division, who had crossed back into Virginia at Point of Rocks, reached Loudoun Heights unopposed and placed guns there. The remainder of Jackson's men, after clearing Martinsburg, were about three miles west of Bolivar Heights. Miles, realizing he was now surrounded on three sides, wrote McClellan that if the garrison was not supported within 48 hours, he would have to surrender.

Miles misjudged the time he had. Early the next morning, Confederate artillery on Maryland Heights began bombarding the Union positions. The inexperienced Union gunners returned fire, but their shots were haphazard and poorly aimed. At 3:00 pm A.P.Hill's Division tested the Federals on Bolivar Heights, meeting stiff resistance. With the three major heights surrounding Harpers Ferry firmly in his possession, Jackson ordered additional artillery to be placed that evening in preparation for a strike on the morning of the 15th.

During the night, Jackson sent five batteries from Hill's division to Maryland Heights and the base of Loudoun Heights. Jackson ordered an infantry assault for 8 am on the 15th, sending Hill to enfilade the Union left. As Jackson's guns began firing, most of Miles's infantry took shelter in ravines and trenches. Jackson ordered the infantry to storm the Federal works. Miles called a meeting of his commanders in a nearby home to consider surrendering. During the discussion, Miles was mortally wounded when a shell burst through the wall, shattering his left leg. The garrison surrendered a short time later. Jackson sent Lee a message telling him of the victory. Lee considering how McClellan was moving, was considering turning back to Virginia as he would be unable to stand against McClellan without the troops engaged at Harpers Ferry. The surrender of Harpers Ferry convinced him to make that stand, and he summoned Jackson to Sharpsburg immediately. Jackson left A.P.Hill to parole the 12,000 prisoners and take possession of the guns, arms, equipment, and supplies. That task complete, Hill's division left Harpers Ferry, arriving in Sharpsburg late in afternoon on September 17, just in time to play a decisive role in that battle.



Text of Special Orders No. 191

Headquarters, Army of Northern Virginia

September 9th, 1862

The army will resume its march to-morrow, taking the Hagerstown road. General Jackson's command will form the advance, and after passing Middletown, with such portions as he may select, take the route toward Sharpsburg, cross the Potomac at the most convenient point, and by Friday night take possession of the Baltimore and Ohio Railroad, capture such of the enemy as may be at Martinsburg, and intercept such as may attempt to escape from Harper's Ferry.

General Longstreet's command will pursue the same road as far as Boonsboro', where it will halt with the reserve, supply, and baggage trains of the army.

General McLaws, with his own division and that of General R. A. Anderson, will follow General Longstreet; on reaching Middletown, he will take the route to Harper's Ferry, and by Friday morning possess himself of the Maryland Heights and endeavor to capture the enemy at Harper's Ferry and vicinity.

General Walker, with his division after accomplishing the object in which he is now engaged, will cross the Potomac at Check's ford, ascend its right bank to Lovettsville, take possession of Loudoun Heights, if practicable, by Friday morning, Key's ford on his left, and the road between the end of the mountain and the Potomac on his right. He will, as far as practicable, cooperate with General McLaws and General Jackson in intercepting the retreat of the enemy.

General D. H. Hill's division will form the rearguard of the army, pursuing the road taken by the main body. The reserve artillery, ordnance, and supply trains, etc., will precede General Hill.

General Stuart will detach a squadron of cavalry to accompany the commands of Generals Longstreet, Jackson, and McLaws, and, with the main body of the cavalry, will cover the route of the army and bring up all stragglers that may have been left behind.

The commands of Generals Jackson, McLaws, and Walker after accomplishing the objectives for which they have been detached, will join the main body of the army at Boonsboro' or Hagerstown.

Each regiment of the march will habitually carry its axes in the regimental ordnance-wagons, for use of the men at their encampments, to procure wood, etc. By command of General R. E. Lee

R. A. Chilton, Assistant Adjutant-General

Major-General D. H. Hill, Commanding Division

Last Full Measure: The Maryland Campaign is played using the standard LFM rule-set with one minor difference:

The Maryland Campaign (MC) and the earlier LFM: The Battles of South Mountain (SM) both have 100 foot gradients in elevation levels as opposed to the 40 foot gradient the other LFM titles have. MC is taking a slightly different approach to dealing with it than SM did. There are no marked “steep-slope” hexsides marked in MC as there are in other LFM battles, instead, units pay additional movement points for **each** contour level between the hex the unit is moving from and the hex it’s moving to, whether going up or downhill. For example, hex 3720 is 2 levels higher than hex 3820, so would cost an infantry regiment 1 MP to enter the hex, and 1 MP for each elevation to cross the hexside, for a total of 3 MP to move from either hex to the other. If a unit doesn’t have the MPs available to enter the hex, it obviously cannot make the move, as such, there are several hexsides on the map that are rendered *impassible* because no unit will have sufficient MP to cross them. Another example: the cost for an infantry regiment to move between hex 2965 and 3065 would be 1 MP to enter the hex and 4 MP to cross the 4 elevations along the hexside. The cost for mounted units and artillery is 2 MP per elevation level for what should be fairly obvious reasons. Moving along roads or railroad lines will negate the cost of elevation changes whether using ordinary or road-movement.

Because of that, The Maryland Campaign (like SM) has it’s own Terrain Effects Chart (TEC) with the above information applied, and therefore different than the standard TEC the other battles use.

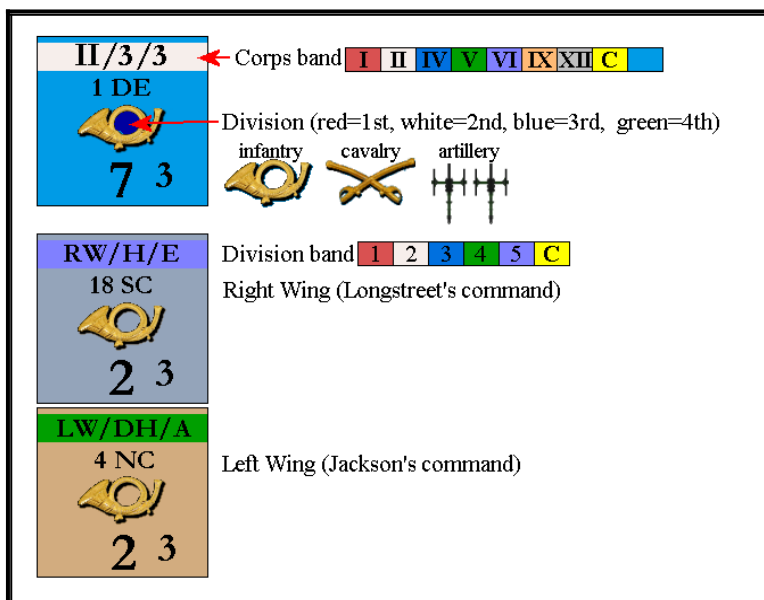
Though this LFM title uses a different hex scale (300 yards instead of 250 yards) the difference isn’t enough to merit changing all the charts and tables. There’s enough “fudge-factor” built into the system as is to accommodate this minor difference, so artillery range and the stacking limits remain in place.

Reading the Deployment Lists and Order of Arrival:

Each line of the deployment lists and the Order-of-Appearance charts contains the following information:

On the OoA charts the date and time (the turn) the units arrive on the map, and the hex number location where they arrive, or are placed, is followed by the list of units to be placed in the hex, and are listed so:

Commanders names are in **bold**. Regiments are in plain type. Artillery is preceded with a ‘.’ dot and in *italics*. Markers such as detached, breastworks, and the like are in [brackets] If cavalry is dismounted, or artillery is limbered, that will also be noted in the brackets. The formation (corps/division/brigade) the units are in, as printed at the top of each unit’s counter, is in (parenthesis) and is there to help you find the units in the counter-mix.



Scenario 1: The Battles of South Mountain.

A. Time

The game starts on the September 14th 8am turn and plays through the 7 pm turn. The Union player has the initiative on the first turn.

B. Victory Conditions

1. At the end of the 7 pm turn, a victory check is made. Both players check their VP totals.
2. The player with the greater number of VPs wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives.
4. If both players agree, play may continue through the night and September 15th.

US	CS	Objective
1	2	each eliminated enemy infantry or cavalry strength point.
2	4	each eliminated enemy artillery.
?	?	Reorganization value of each eliminated enemy corps division, or army commander.
10	10	Control Turner's Gap hex: 6010.
10	10	Control Fox's Gap hex 6215.
10	10	Control Crampton's Gap hex 5439.
5	5	Control Brownsville Pass hex 5247.

C. Special Rules

1. The elevations in this game are different than in other LFM titles, remember when you play all elevation changes during movement will cost MP.
2. um.

D. Reinforcements and Organization

1. Reinforcements appear according to the Reinforcement Schedule up to and including the 3 PM entry.
2. Normal reorganization and recovery rules apply.

E. Deployment Notes:

Hex **bold-Commanders** Unit *·Italic-Artillery* (formation unit belongs to is in parens)

Batteries may start limbered or unlimbered at the owning player's discretion.

F. Union Deployment

No Union forces start on the map. Union forces enter the map according to the Order of Appearance.

G. Confederate Deployment

6309.....·*Ross* (LW/Cutts)
6310.....·*Patterson* (LW/Cutts)
6312.....13AL 28GA (LW/DH/C)
6212.....**DH**Hill **Colquitt** 6GA 23GA 27GA (LW/DH/C)
6110.....·*Lane* (LW/Cutts)
6111.....**Garland** 5NC 20NC (LW/DH/G)
6112.....12NC 13NC 23NC (LW/DH/G)
6117.....5VA Cav (C/L) [detached dismounted] ·*Pelham* ©
5809.....·*Bondurant* (LW/DH)
5641.....**Parham** 6VA (RW/M/Pa)
5642.....12VA (RW/M/Pa)
5643.....2VA Cav [detached] (C/M)
5539.....12VA Cav (C/M) [detached dismounted]
5541.....·*Grimes* (RW/A/Pa) ·*Chew* (C)
5247.....**Semmes** 53GA (RW/M/S) ·*Manly* (RW/M)
5142.....10GA [detached] (RW/M/S)
5043.....24GA 15NC (RW/M/C)
5044.....**Cobb** Cobb's Legion 16GA (RW/M/C)
4841.....16VA 41VA 61VA [detached] (RW/A/Pa) ·*Carlton* (RW/M)
4848.....15VA 32VA [detached] (RW/M/S)
3860.....**Pryor** 14AL 2FL 5FL 8FL 3VA (RW/A/Pr)
3861.....**Wright** 44AL 3GA 22GA 48GA (RW/A/Wr)
3564.....**Wilcox** 8AL 9AL 10AL 11AL (RW/A/Wi)
3565.....·*Maurin* ·*Phelps* ·*Moorman* ·*Chapman* (RW/A)
3465.....**RH**Anderson **Armistead** 9VA 14VA 38VA 53VA 57VA (RW/A/A)
3466.....**Featherston** 2MSbatt 12MS 16MS 19MS (RW/A/F)
4168.....**Hampton** 1NC 10VA (C/H)
4067.....JeffDavisLgn CobbsLgn (C/H)

Scenario 2: The Battle of Harpers Ferry.

A. Time

The game starts on the September 14th 12pm turn and plays through the second night turn of September 14th.

The Confederate player has the initiative on the first turn.

B. Victory Conditions

1. At the end of the 7 pm turn, a victory check is made. Both players check their VP totals.
2. The player with the greater number of VPs than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives.
4. If both players agree, play may continue through the night and September 15th.

US	CS	Objective
1	2	each eliminated enemy infantry or cavalry strength point.
2	4	each eliminated enemy artillery.
?	?	Reorganization value of each eliminated enemy corps division, or army commander.

C. Special Rules

1. The elevations in this game are different than in other LFM titles, remember when you play all elevation changes cost MP.
2. There is no CS army commander. The CS side must roll for command and use their normal command ranges according to their rank.

D. Reinforcements and Organization

1. Reinforcements appear according to the Reinforcement Schedule up to and including the 3 PM entry.
2. Artillery may begin limbered or unlimbered at the owning player's option.
3. Normal reorganization and recovery rules apply.

E. Deployment Notes:

Hex **bold-Commanders** Unit ·*Italic-Artillery* (formation unit belongs to is in parens)

F. Union Deployment

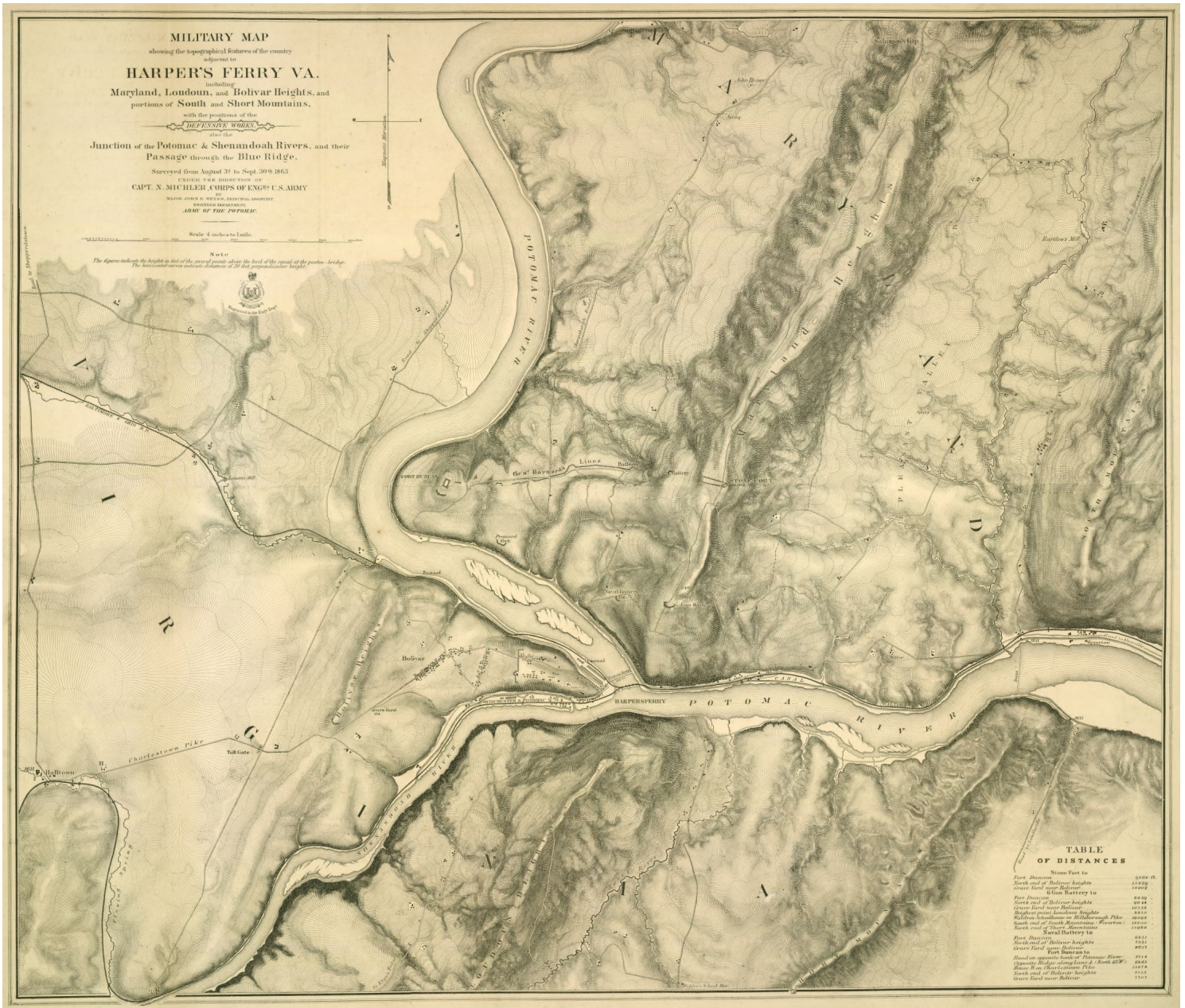
2570.....12NY (HF/W)
2469.....**Davis** 8NY (C/5)
2470.....87OH (HF/W)
2370.....**Ward** 1MD PHB 125NY (HF/W)
2269.....**Voss** 1MD PHB 1MD 12IL 7sqRI Loudoun Rgrs (HF/C)
2170.....·*Potts2* (HF)
1869.....9VT [detached] (HF/T)
1969.....·*Graham* (HF)
1970.....**Miles Ford** 32OH (HF/F)
1667.....65IL (HF/U) ·*Phillips* (HF)
1668.....**D'Utassy** 39NY (HF/U) ·*vonSehlen* (HF)(HF/1)
1569.....111NY (HF/U)
1570.....115NY (HF/U)
1571.....126NY (HF/T)
1572.....3MD PHB [detached] (HF/F)
1471.....**Trimble** 60OH (HF/T) ·*Potts1* ·*Rigby* (HF)

G. Confederate Deployment

5641.....**Parham** 6VA (RW/M/Pa)
5642.....12VA (RW/M/Pa)
5643.....2VA Cav [detached] (C/M)
5539.....**Munford** 12VA Cav (C/M) [dismounted]
5541.....·*Grimes* (RW/A/Pa) ·*Chew* (C)
5247.....**Semmes** 53GA (RW/M/S) ·*Manly* (RW/M)
5142.....10GA [detached] (RW/M/S)
5043.....24GA 15NC (RW/M/C)
5044.....**Cobb** Cobb's Legion 16GA (RW/M/C)
4841.....16VA 41VA 61VA [detached] (RW/A/Pa) ·*Carlton* (RW/M)
4848.....15VA 32VA [detached] (RW/M/S)
4168.....**Hampton** 1NC 10VA (C/H)
4067.....JeffDavisLgn CobbsLgn (C/H)
3860.....**Pryor** 14AL 2FL 5FL 8FL 3VA (RW/A/Pr)
3861.....**Wright** 44AL 3GA 22GA 48GA (RW/A/Wr)
3564.....**Wilcox** 8AL 9AL 10AL 11AL (RW/A/Wi)
3565.....·*Maurin* ·*Phelps* ·*Moorman* ·*Chapman* (RW/A)
3465.....**RHAnderson Armistead** 9VA 14VA 38VA 53VA 57VA (RW/A/A)

Confederate Deployment (cont)

- 3466.....**Featherston** 2MSbatt 12MS 16MS 19MS (RW/A/F)
- 2963.....**Pulaski** ·*Macon* ·*McCarthy* (RW/M)
- 2964.....**McLaws** **Kershaw** 2SC 3SC 7SC 8SC (RW/M/K)
- 2966.....**Barksdale** 13MS 17MS 18MS 21MS (RW/M/B)
- 2978.....**Walker Manning** 2AR 27NC,46NC (RW/W/M)
- 2878.....48NC 30VA (RW/W/M) ·*French* (RW/W/M)
- 2879.....**Ransom** 35NC 49NC (RW/W/R) ·*Branch* (RW/W/R)
- 2880.....24NC 25NC (RW/W/R) *Ross* (LW/AR) ·*Carter* (LW/DH)
- 1464.....**Starke** CoppinsBatt 1LA 2LA 9LA 10LA 15LA (LW/JJ/S)
- 1364.....**JR Jones Jones** 1VAbatt 21VA 42VA 48VA (LW/JJ/J)
- 1263.....**Grigsby** 4VA 5VA 27VA 33VA (LW/JJ/G)
- 1164.....·*Carpenter* ·*Brockenborough* ·*Wooding* (LW/JJ)
- 1063.....·*Caskie* ·*Raine* ·*Pogue* (LW/JJ)
- 0374.....**Early** 13VA 25VA 31VA 44VA 49VA 52VA 58VA (RW/L/E)
- 0274.....**Jackson Lawton Hays** 5LA 6LA 7LA 8LA 14LA (LW/L/H) ·*Jobson* (LW/L)
- 0175.....**Douglas** 13GA 26GA 31GA 38GA 60GA 61GA (LW/L/D) ·*D'Aquin* (LW/L)
- 0076.....**Trimble** 15AL 12GA 21GA 1NCSS 21NC (LW/L/T)



Scenario 3: Sharpsburg, The Battle of Antietam.

A. Time

The game starts on the September 17th 6 am turn and plays through the 6 pm turn.

The Union player has the initiative on the first turn.

B. Victory Conditions

1. At the end of the 6 pm turn, a victory check is made. Both players check their VP totals.
2. The player with the greater number of VPs than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives.
4. If both players agree, play may continue through the night and September 18th.

US	CS	Objective
1	2	each eliminated enemy infantry or cavalry strength point.
2	4	each eliminated enemy artillery.
?	?	Reorganization value of each eliminated enemy corps division, or army commander.

C. Special Rules

1. The elevations in this game are different than in other LFM titles, remember when you play all elevation changes cost MP.

D. Reinforcements and Organization

1. Artillery may begin limbered or unlimbered at the owning player's option.
2. Normal reorganization and recovery rules apply.
3. AP Hill's division may begin appearing as a reinforcement at 2pm on hex 0840.

E. Deployment Notes:

Hex **bold-Commanders** Regiments *·Italic-Artillery* (formation unit belongs to is in parens)

F. Union Deployment

1707.....19IN 7WI (I/1/4)
1806.....80NY (I/1/3)
1807.....**Patrick** 21NY 23NY 35NY (I/1/3) *·Edgell* (I/1)
1808.....**Doubleday** 7IN 76NY 95NY 56PA (I/1/2)
1809.....**Gallagher** 9PAR 10PAR 11PAR 12PAR (I/3/3)
1907.....**Hooker Hatch Phelps** 22NY 24NY 30NY 84NY 2USSS (I/1/1)
1908.....**Gibbon** 2WI 6WI Reynolds (I/1/4) *·Monroe ·Campbell* (I/1)
1909.....**Meade Bolinger** 4PAR 7PAR (I/3/2)
2001.....3PA (C/1) [detached]
2007.....107PA (I/2/1) *·Thompson* (I/3)
2008.....**Duryea** 97NY 104NY 105NY (I/2/1) *·Ransom* (I/3)
2009.....3PAR 8PAR (I/3/2)
2010.....6PAR (I/3/1)
2108.....*·Simpson ·Cooper* (I/3)
2109.....**Hartsuff** 12MA 11PA (I/2/3)
2111.....**Seymour** 1PAR 2PAR (I/3/1)
2208.....**Rickets Christian** 88PA 90PA *·Matthews* (I/2/2)
2209.....26NY 94NY (I/2/2)
2211.....5PAR 13PAR (I/3/1)
2304.....*·Owen* (II/3)
2309.....26NY 94NY (I/2/2)
2406.....*·Knap* (AR)
2505.....13NJ 3WI (XII/1/3)
2506.....10ME 125PA (XII/1/1)
2604.....**Tynedale** 50OH 70OH 66OH 28PA (XII/2/1)
2605.....**Gordon** 27IN 2MA (XII/1/3)
2606.....**Mansfield Williams Crawford** 28NY 128PA (XII/1/1)
2607.....*·Tompkins* (II/2)
2617.....12US1b (V/2/1) [detached]
2705.....**Greene Stainrook** 3MD 102NY 111PA (XII/2/2)
2706.....PA-ZOUAVES 107NY (XII/1/3)
2707.....46PA 124PA (XII/1/1)
2718.....*·Taft* (V/AR)
2719.....*·Kleiser* (V/AR)
2720.....17US *·Weed* (V/2/2)
2722.....8CT 11CT (IX/3/2)
2723.....**Rodman Harland** 16CT 4RI (IX/3/2)
2724.....**Fairchild** 9NY 89NY (IX/3/1) *·Roemer* (IX) *·Muhlenberg* (IX/3) *·McMullin* (IX/K/1)

Union Deployment (cont)

2805.....**Goodrich** 3DE Purnell-Ig 60NY 78NY (XII/2/3)
2814.....·*Wever* ·*Langner* (V/AR)
2815.....·*Hazlett* (V/1)
2816.....·*Kusscrow* (V/AR)
2818.....**Lovel** 2+10US (V/2/2)
2819.....**Porter Sykes** 1+6US 11US (V/2/2)
2820.....**Ferrero** 35MA 51PA ·*Durell* (IX/2/3)
2821.....**Crook** 28OH 36OH (IX/K/2)
2822.....11OH (IX/K/2)
2823.....103NY (IX/3/1) ·*Benjamin* (IX/1)
2912.....**Rush** 4PA 6PA (C/3)
2914.....**Brooke** 2DE 52NY 57NY 66NY 53PA (II/1/3)
2915.....**Sumner Richardson Caldwell** 5NH 7NY 61+64NY 81PA (II/1/1)
2916.....**Meagher** 29MA 63NY 69NY 88NY (II/1/2)
2918.....**Buchanan** 3US 4US 12US2b 14US1b 14US2b (V/2/1)
2920.....21MA 51NY (IX/2/3)
2921.....**Burnside Sturgis Nagle** 2MD 6NH 48PA (IX/2/1)
2923.....12OH (IX/K/1) ·*Simmonds* (IX/K/2)
3006.....·*Woodruff* (II/2)
3011.....**Davis** 8NY (C/5)
3012.....MA.SS MN.SS 1MN 34NY (II/2/1)
3013.....**Kimball** 14IN 8OH 7VA (II/3/1)
3014.....72PA 106PA (II/2/2)
3016.....·*Petit* ·*Thomas* (II/1)
3017.....·*Graham* (V/AR)
3018.....·*Miller* (V/AR) ·*Reed* (V/2)
3019.....9NH (IX/2/1)
3020.....·*Randol* (V/2)
3021.....**Warren** 5NY 10NY (V/2/3)
3023.....**Cox Scammon** 23OH 30OH (IX/K/1)
3110.....·*Robinson* ·*McGilvery* (AR)
3111.....**Whiting** 5US 6US (C/1)
3112.....**Farnsworth** 1MA 8IL (C/2)
3113.....**Howard** 69PA 71PA (II/2/2)
3114.....19MA 20MA (II/2/3)
3122.....**Christ** 17MI 50PA (IX/1/1)
3123.....**Wilcox** 28MA 79NY (IX/1/1)
3124.....**Welch** 8MI 46NY (IX/1/2)
3211.....3IN 8PA (C/2)
3212.....·*Gibson* ·*Robertson* (C)
3213.....**Kimbal** 14IN 8OH 7VA (II/3/1)
3214.....**Dana** 7MI 42NY 59NY (II/2/3)
3220.....·*Clark* (IX/2)
3221.....·*Cook* (IX/1)
3311.....**McReynolds** 1NY 12PA (C/4)
3312.....·*Hains* ·*Tidball* (C)
3313.....132PA (II/3/1)
3314.....**French Morris** 14CT 130PA (II/3/2)
3413.....108NY ·*Frank* ·*Hazard* (II/3/2)
3414.....**Weber** 5MD 4NY (II/3/3)
3512.....·*Martin* (V/1)
3513.....·*Waterman* (V/1)
3514.....1DE (II/3/3)
3613.....**Morell Barnes** 13NY 118PA 1USSS (V/1/1)
3614.....2ME 18MA 22MA MA.SS 1MI 25NY (V/1/1)
3713.....2DC 32MA 4MI (V/1/2)
3714.....**Griffin** 9MA 14NY 62PA (V/1/2)
3812.....MI-SS 16MI 83PA 12NY (V/1/3)
3813.....**Stockton** 20ME 17NY 44NY (V/1/3)

G. Confederate Deployment

0328.....**Hampton** 1NC 2SC 10VA CobbsLg JeffDavisLg (C/H)
1219.....·*McCarthy* ·*Macon* ·*Pulaski* (RW/M)
1312.....**F.Lee** 3VA 4VA (C/L)
1320.....·*Manley* ·*Carlton* (RW/M)
1323.....**Parham** 6VA 12VA 16VA 41VA 61VA (RW/A/Pa)
1418.....**Kershaw** 2SC 3SC 7SC 8SC (RW/M/K)
1419.....**Cobb** 16GA 24GA 15NC CobbsLg (RW/M/C)
1422.....**Wright** 44AL 3GA 22GA 48GA (RW/A/Wr)
1423.....**Featherston** 12MS 16MS 19MS 2MSbatt (RW/A/F)
1510.....9VA [detached] (C/L) ·*Pelham* (C)
1511.....1VA [detached] (C/L)
1519.....**Barksdale** 13MS 17MS 18MS 21MS (RW/M/B)
1520.....**McLaws Semmes** 10GA 53GA 15VA 32VA (RW/M/M)
1521.....**R.E.Lee Longstreet Jackson Stuart**
1522.....**Wilcox** 8AL 9AL 10AL 11AL (RW/A/Wi)
1523.....**Pryor** 14AL 2FL 5FL 8FL 3VA (RW/A/Pr) ·*Moorman* ·*Maurin* (RW/A/A)
1610.....·*Wooding* ·*Carpenter* (LW/JJ) ·*Chew* (C)
1613.....5VA [detached] (C/L)
1614.....·*Ross* (LW/Cutts)
1620.....·*Hart* (C)
1621.....**RHAnderson Armistead** 9VA 14VA 38VA 53VA 57VA (RW/A/A)
1622.....·*Phelps* ·*Grimes* ·*Chapman* (RW/A)
1713.....**Early** 13VA 25VA 31VA 44VA 49VA 52VA 58VA (LW/L/E) ·*D'Aquinn* (LW/L)
1717.....·*Lane* (RW/Cutts)
1813.....**Starke** 1LA 2LA 9LA 10LA 15LA CoppensBatt (LW/JJ/S) ·*Raine* (RW/JJ)
1814.....**Hays** 5LA 6LA 7LA 8LA 14LA ·*Johnson* (LW/L/H)
1913.....**JRJones Taliaferro** 47AL 48AL 10VA 23VA 37VA (LW/JJ/T) ·*Brockenbough* ·*Poague* (LW/JJ)
1914.....**Wofford** 18GA HamptonLg 1TX 4TX 5TX (RW/H/Wo) ·*Patterson* (LW/Cutts)
1915.....**Hood Law** 4AL 2MS 11MS 6NC (RW/H/L) ·*Jordan* (RW/SDLee)
1916.....·*Reilly* (RW/H)
1930.....2VA (C/M)
2012.....**Douglas** 13GA 26GA 31GA 38GA 60GA 61GA (LW/L/D)
2013.....**Ripley** 4GA 44GA 1NC 3NC (LW/DH/Ri)
2014.....·*Parker* ·*Elliot* ·*Woolfolk* ·*Moody* (RW/SDLee)
2020.....·*Boyce* (RW/H)
2021.....**DRJones Jenkins** 1SC 2SC 5SC 6SC 4SCbatt PalmettoSS (RW/DJ/Je)
2022.....**Drayton** 51GA 15SC 3SCbatt PhillipsLg (RW/DJ/D)
2023.....**Kemper** 1VA 7VA 11VA 17VA 24VA (RW/DJ/K)
2025.....3AR 27NC 30VA (RW/W/M)
2026.....17VAbatt (C/M)
2027.....12VA (C/M)
2028.....**Munford** 7VA (C/M)
2029.....6VA (C/M)
2113.....**Lawton Trimble** 15AL 12GA 21GA 1NCBatt 21NC (LW/L/T)
2115.....·*Hardaway* (LW/DH)
2116.....13AL 6GA (LW/DH/C)
2118.....·*Jones* (LW/DH)
2119.....**Evans** 18SC 22SC 23SC HolcombLg (RW/H/E)
2120.....**Jones** 1GAReg 7GA 8GA 9GA 11GA (RW/DJ/K) ·*Bachman* (RW/H) ·*Squires* ·*Miller* (RW/Walton)
2121.....**Garnett** 8VA 18VA 19VA 28VA 56VA (RW/DJ/G)
2125.....**Walker Manning** 46NC 48NC (RW/W/M)
2126.....24NC 25NC (RW/W/R) ·*French* (RW/W/M)
2215.....**Colquitt** 23GA 27GA 28GA (LW/DH/C)
2220.....17SC [detached] (RW/H/E)
2222.....·*Wise* (RW/DJ)
2316.....**DHHill Garland** 5NC 12NC 13NC 20NC 23NC ·*Carter* (LW/DH/G)
2317.....**Rhodes** 3AL 5AL 6AL 12AL 26AL (LW/DH/Ro) ·*Bondurant* (LW/DH)
2223.....**Toombs** 15GA 17GA (RW/DJ/T)
2323.....·*Eshleman* ·*Richardson* (RW/Walton)
2225.....**Ransom** 35NC 49NC (RW/W/R)
2226.....·*Branch* (RW/W/R)
2418.....**GBAnderson** 2NC 4NC 14NC 30NC (LW/DH/A)

Confederate Deployment (cont)

2423.....20GA [detached breastworks] (RW/DJ/T)

2425.....50GA [detached] (RW/DJ/D) • *Eubank* (RW/SDLee)

2524.....2GA [detached breastworks] (RW/DJ/T)



Scenario 4: The Maryland Campaign.

A. Time

The game starts on the September 14th 8am turn and plays through the September 20th, 7 pm turn.

The Union player has the initiative on the first turn.

B. Victory Conditions

1. Each player gains a certain number of Victory Points (VP) for accomplishing the objectives listed below. Control of a hex is defined as being the last to have a combat unit occupying the hex for a full turn with no enemy ZOC or ZOI. The hex need not be continuously occupied, but can change hands if the other player subsequently meets the conditions.

US	CS	Objective
1	2	for each eliminated enemy infantry strength point.
1	2	for each eliminated enemy cavalry strength point.
2	4	each eliminated enemy artillery battery.
-5	0	Each non-shattered CS brigade in Maryland at game's end.
-5	0	Each turn, for each Union regiment or battery, not part of the Harpers Ferry garrison, in Virginia before September 18 th .
0	10	Control Turner's Gap hex: 6010.
0	10	Control Fox's Gap hex 6215.
0	10	Control Crampton's Gap hex 5439.
0	5	Control Brownsville Pass hex 5247.
0	10	Control Boonesboro hex 5002.
20	10	Control Sharpsburg hex 1920
20	10	Control Harper's Ferry hex 2570
?	?	Reorganization value of each eliminated enemy corps division, or army commander.

C. Special Rules

1. Harpers Ferry: Colonel Miles will call for a "Council of War" to discuss surrendering when, and if any regiment or battery is eliminated by any means after Harper's Ferry is considered to be surrounded. Harper's Ferry will be considered to be surrounded when there is an unbroken chain of units, ZOC (not ZOI), and impassible terrain (river) all the way around the town. A die is rolled against Miles' Command Value and if it is greater than his CV, the garrison will surrender, otherwise it will fight on until another regiment or battery is eliminated while surrounded, and triggers the process again. This continues until either the garrison surrenders, is completely eliminated, or is no longer "surrounded." Only units inside the encirclement AND within 10 hexes of hex 2570 are considered as part of the garrison when determining it's surrender.
2. If the Harpers Ferry garrison surrenders; the infantry and cavalry regiments of the garrison stay in place and cannot move. All artillery batteries are removed to the Eliminated Units Card and placed in the Permanently Eliminated Units box, they cannot be recovered. The CS player receives VPs for these units just as if they were eliminated in combat. The CS player must maintain a number of infantry and/or cavalry SPs on the Harpers Ferry peninsula within 10 hexes of hex S2128, that at least equal the total of infantry and cavalry SP of the surrendered garrison still on the map. Each turn the CS player will roll a die against the ranking commander's Command Value that is on the Harpers Ferry peninsula and within 10 hexes of hex S2128. If the Command check is passed, one regiment of the garrison, selected by the CS player, is "paroled," placed in the Permanently Eliminated Units box, and the CS player receives the appropriate VPs for them. Any time the CS player has fewer SP in the surrender-zone defined above, than the remaining garrison units, 2 is added to the Parole Roll until he again has equal or greater SP present.

D. Reinforcements and Organization

1. Reinforcements appear according to the Reinforcement Schedule.
2. Normal reorganization and recovery rules apply.

E. Deployment Notes:

Hex **bold-Commanders** Units *Italic-Artillery* (formation unit belongs to is in parens)
Batteries may start limbered or unlimbered at the owning player's discretion.

F. Union Deployment

2570.....12NY (HF/W)
2469.....**Davis** 8NY (C/5)
2470.....87OH (HF/W)
2370.....**Ward** 1MD PHB 125NY (HF/W)
2269.....**Voss** 1MD PHB 1MD 12IL 7sqRI Loudoun Rgrs (HF/C)
2170.....*•Potts2* (HF)
1869.....9VT [detached] (HF/T)
1969.....*•Graham* (HF)
1970.....**Miles Ford** 32OH (HF/F)
1667.....65IL (HF/U) *•Phillips* (HF)
1668.....**D'Utassy** 39NY (HF/U) *•vonSeblen* (HF)(HF/1)
1569.....111NY (HF/U)
1570.....115NY (HF/U)
1571.....126NY (HF/T)
1572.....3MD PHB [detached] (HF/F)
1471.....**Trimble** 60OH (HF/T) *•Potts1* *•Rigby* (HF)

G. Confederate Deployment

6309.....*•Ross* (LW/Cutts)
6310.....*•Patterson* (LW/Cutts)
6312.....13AL 28GA (LW/DH/C)
6212.....**DHHill Colquitt** 6GA 23GA 27GA (LW/DH/C)
6110.....*•Lane* (LW/Cutts)
6111.....**Garland** 5NC 20NC (LW/DH/G)
6112.....12NC 13NC 23NC (LW/DH/G)
6117.....5VA Cav (C/L) [detached dismounted] *•Pelham* (C)
5809.....*•Bondurant* (LW/DH)
5641.....**Parham** 6VA (RW/A/Pa)
5642.....12VA (RW/M/Pa)
5643.....2VA Cav [detached] (C/M)
5539.....**Munford** 12VA Cav (C/M) [dismounted]
5541.....*•Grimes* (RW/A/Pa) *•Chew* (C)
5247.....**Semmes** 53GA (RW/M/S) *•Manly* (RW/M)
5142.....10GA [detached] (RW/M/S)
5043.....24GA 15NC (RW/M/C)
5044.....**Cobb** Cobb's Legion 16GA (RW/M/C)
4841.....16VA 41VA 61VA [detached] (RW/A/Pa) *•Carlton* (RW/M)
4848.....15VA 32VA [detached] (RW/M/S)
4168.....**Hampton** 1NC 10VA (C/H)
4067.....JeffDavisLgn CobbsLgn (C/H)
3860.....**Pryor** 14AL 2FL 5FL 8FL 3VA (RW/A/Pr)
3861.....**Wright** 44AL 3GA 22GA 48GA (RW/A/Wr)
3564.....**Wilcox** 8AL 9AL 10AL 11AL (RW/A/Wi)
3565.....*•Maurin* *•Phelps* *•Moorman* *•Chapman* (RW/A)
3465.....**RHAnderson Armistead** 9VA 14VA 38VA 53VA 57VA (RW/A/A)
3466.....**Featherston** 2MSbatt 12MS 16MS 19MS (RW/A/F)
2963.....*•Pulaski* *•Macon* *•McCarthy* (RW/M)
2964.....**McLaws Kershaw** 2SC 3SC 7SC 8SC (RW/M/K)
2966.....**Barksdale** 13MS 17MS 18MS 21MS (RW/M/B)
2978.....**Walker Manning** 3AR 27NC,46NC (RW/W/M)
2878.....48NC 30VA (RW/W/M) *•French* (RW/W/M)
2879.....**Ransom** 35NC 49NC (RW/W/R) *•Branch* (RW/W/R)
2880.....24NC 25NC (RW/W/R) *•Ross* (LW/AR) *•Carter* (LW/DH)
1464.....**Starke** CoppinsBatt 1LA 2LA 9LA 10LA 15LA (LW/JJ/S)
1364.....**JRJones Jones** 1VAbatt 21VA 42VA 48VA (LW/JJ/J)

Confederate Deployment (cont)

1263.....Grigsby 4VA 5VA 27VA 33VA (LW/JJ/G)

1164.....Carpenter Brockenborough Wooding (LW/JJ)

1063.....Caskie Raine Poague (LW/JJ)

0374.....Early 13VA 25VA 31VA 44VA 49VA 52VA 58VA (RW/L/E)

0274.....Jackson Lawton Hays 5LA 6LA 7LA 8LA 14LA (LW/L/H) Johnson (LW/L)

0175.....Douglas 13GA 26GA 31GA 38GA 60GA 61GA (LW/L/D) D'Aquin (LW/L)

0076.....Trimble 15AL 12GA 21GA 1NCSS 21NC (LW/L/T)

