LAST MEASURE

The Battles of South Mountain

Uhlan Games

LAST FULL MEASURE

The Battles of South Mountain

After defeating Pope at Second Manassas in the last days of August, 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 from Loudoun County Virginia at Point of Rocks.

Leaving two corps in the Washington defenses, McClellan marched 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 Maryland by September 9th. Lee issued Special Order number 191 directing Jackson to capture Martinsburg, and then Harpers Ferry. 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, and left part of his command at Brownsville Gap in South Mountain to cover his rear. With the rest of his division, he continued on to Harpers Ferry.

Jackson arrived at Martinsburg, found it had been evacuated, and moved on to Harpers Ferry.

The Army of the Potomac entered Frederick Maryland on September 13th. Nearby, at the Best Farm, a copy of Lee's order is found and gotten to McClellan. He also learns that Harpers Ferry is under siege and can only hold out for two days. McClellan eventually orders Franklin's VI corps to Crampton's Gap, and it camps at Jefferson Maryland that night. Union cavalry under Pleasanton is ordered west from Frederick and engages Confederate cavalry at Braddock's Gap, Middletown, and Quebec School House near Burkittsville. McClellan marches the rest of the army west on the National Road. As he reaches Middletown the troops are visible to D.H.Hill, guarding Turner's Gap.

Semmes brigade guards Brownsville Gap in South Mountain, near Burkittsville, and McLaws sends a small force under Parham from Anderson's division to guard Crampton's Gap further north. Stuart sends two regiments from Munford's cavalry and Chew's artillery to Crampton's Gap and the 5th Virginia Cavalry from Fitz Lee's brigade and a section of Pelham's artillery to Fox's Gap.

On the morning of the 14th, Hooker's I corps and a portion of the IX corps under Reno move to Bolivar and the Army of the Potomac prepares to assault the South Mountain Gaps. Franklin sits near Jefferson waiting for IV Corps, eventually heading for Burkitsville in the afternoon.
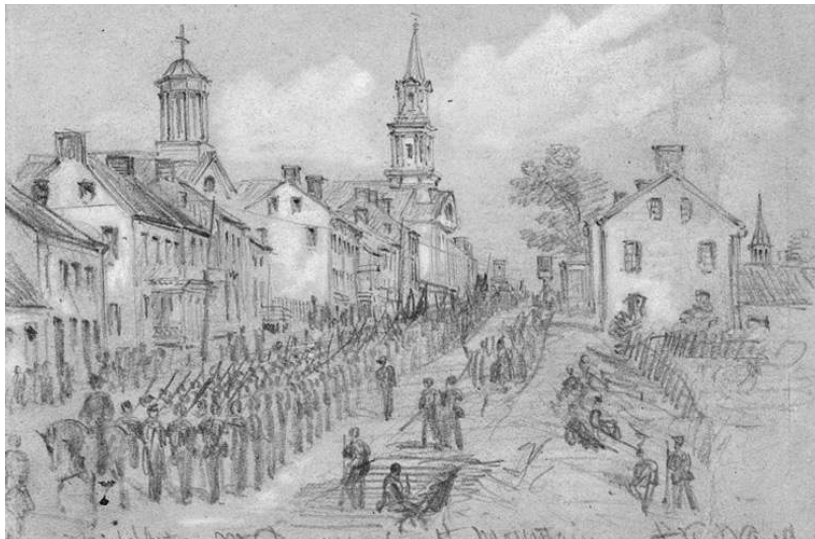
Union troops march through Middletown

Scenario 1: IX Corps assaults Fox's Gap.

A. **Time**

The game starts on the September 14th 9am turn and plays through the 4 pm turn. The Union player has the initiative on the first turn.

B. **Victory Conditions**
1. At the end of the 5 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. Players should keep a running total in the spaces provided on the TRC.

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 Fox's Gap: hex 2119

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 are no army commanders. Both sides' must roll for command.
3. Reno is the Union IX corps commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
4. D.R.Jones is the Confederate commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
5. Units may not move beyond hex row 19xx on the North, or 29xx on the South. Units may move into these hex rows, but not beyond them.

D. **Reinforcements and Organization**
1. Reinforcements appear according to the schedule in section H.
2. Artillery may begin limbered or unlimbered.
3. Normal reorganization and recovery rules apply.
4. Hex **Commanders** Regiment/brigade ·*Artillery* (formation) (MP available)

E. **Union Deployment**

2321...........**Scammon** 30OH (IX/K/1)
2421...........12OH (IX/K/1)
2520...........23OH (IX/K/1)
2625...........**Cox** ·*McMullin* (IX/K)

F. **Confederate Deployment**

2219...........13NC (LW/DH/G)
2318...........**Garland** 20NC ·*Bondurant (LW/DH/G)*
2319...........23NC (LW/DH/G)
2419...........12NC (LW/DH/G)
2418...........5NC (LW/DH/G)
2517...........5VA Cav (C/L) [detached dismounted]
2516...........·*Pelham* (C)

G. **Reinforcement Schedule:**

Time	Hex	Units
○ 9 AM	2933	**Crook** 11OH 28OH 36OH ·*Simmonds* (IX/K/2) (3 mf)
○ 1 PM	1918	**GBAnderson** 2NC 4NC 14NC 30NC (LW/DH/A) (2 mf)
○ 2 PM	2933	**Reno Wilcox Christ** 28MA 17MI 79NY 50PA **Welch** 8MI 46NY 45PA 100PA ·*Cook* (IX/1) (3 mf)
○ 3 PM	1918	**DHHill Drayton** 50GA 51GA PhillipsLgn 15SC 2SCbtn (RW/DJ/D)
		Jones 1GAReg 7GA 8GA 9GA 11GA ·*Wise* (RW/DJ/Jo) (2 mf)
○ 4 PM	1918	**Hood Wofford** 18GA HamptonsLgn 1TX 4TX 5TX **Law** 4AL 2MS 11MS 6NC ·*Bachman* ·*Garden* ·*Reilly* (RW/H) (2 mf)

Scenario 2: I Corps assaults Turner's Gap.

A. **Time**

The game starts on the September 14th 5pm 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 than his opponent wins.
   3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the TRC.

US	CS	Objective
1	2	each eliminated enemy infantry or cavalry strength point.
2	4	each eliminated enemy artillery or sharpshooter (USSS) strength point.
?	?	Reorganization value of each eliminated enemy corps division, or army commander.
10	10	Control Turner's Gap: hex 1218

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 are no army commanders. Both sides' must roll for command.
   3. Hooker is the Union I corps commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
   4. D.R.Jones is the Confederate commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
   5. The playing area is restricted to the space bounded by hex column ##13 on the West; ##32 on the East; and on the South by a line of hexes from 1913 to 1921, to 2524 to 2532. Any units that move, or are forced out the playing area are eliminated, and count towards the other player's victory points.

D. **Reinforcements and Organization**
   1. There are no reinforcements in this scenario.
   2. Artillery may begin limbered or unlimbered.
   3. Normal reorganization and recovery rules apply.
   4. Hex **Commanders** Regiment/brigade ·*Artillery* (formation)

E. **Union Deployment**
   0727...........2PARes 13PARes (I/3/1)
   0827...........**Seymour** 1PARes 5PARes 6PARes (I/3/1)
   0927...........9PARes 11PARes (I/3/3)
   1027...........**Gallagher Meade** 10PARes 12PARes
   1127...........**Bolinger Hooker** 3PARes 4PARes (I/3/2)
   1227...........7PARes 8PARes (I/3/2)
   1425...........**Patrick** 21NY 35NY (I/1/3)
   1426...........23NY 80 NY
   1427...........**Hatch Phelps** 22NY 24NY 30NY 84NY 2USSS (I/1/1)
   1428...........**Doubleday** 7IN 56PA 76NY 95NY (I/1/2)
   1529...........**Rickettes Duryea** 97NY 104NY (I/2/1)
   1629...........105NY 107PA (I/2/1)
   1729...........**Christian** 26PA 88PA 90NY 94NY (I/2/2)
   1830...........**Hartsuff** 11PA 12MA
   1831...........13MA 83NY (I/2/3)
   2025...........**Gibbon** 19IN 6WI (I/1/4)
   2031...........·*Simpson* ·*Ransom* (I/3)
   2125...........2WI 7WI (I/1/4)
   2130...........·*Matthews* ·*Thompson* (I/2)
   2226...........·*Campbell* (I/1)
   2428...........·*Reynolds* ·*Monroe* ·*Edgell* (I/1)

F. **Confederate Deployment**
   0924...........5AL 6AL (LW/DH/Ro)
   1024...........3AL 26AL (LW/DH/Ro)
   1123...........**Rodes** 12AL (LW/DH/Ro)
   1322...........22SC 23SC (RW/H/E)
   1321...........**Evans** HolcombeLgn 18SC (RW/H/E)
   1320...........17SC (RW/H/E)
   1019..........**Kemper's** brigade (RW/J/K)

Confederate Deployment (cont)
1118...........**Garnett's** brigade (RW/J/G)
1219...........PalmettoSS 5SC 6SC (RW/DJ/Je)
1318...........**Jenkins** 1SCVol 2SCRifles 4SC (RW/DJ/Je)
1319...........**DRJones** (RW/J) ·*Lane* (LW/Cutts)
1420...........**Colquitt** 6GA 23GA 28GA (LW/DH/C)
1519...........13AL 27GA
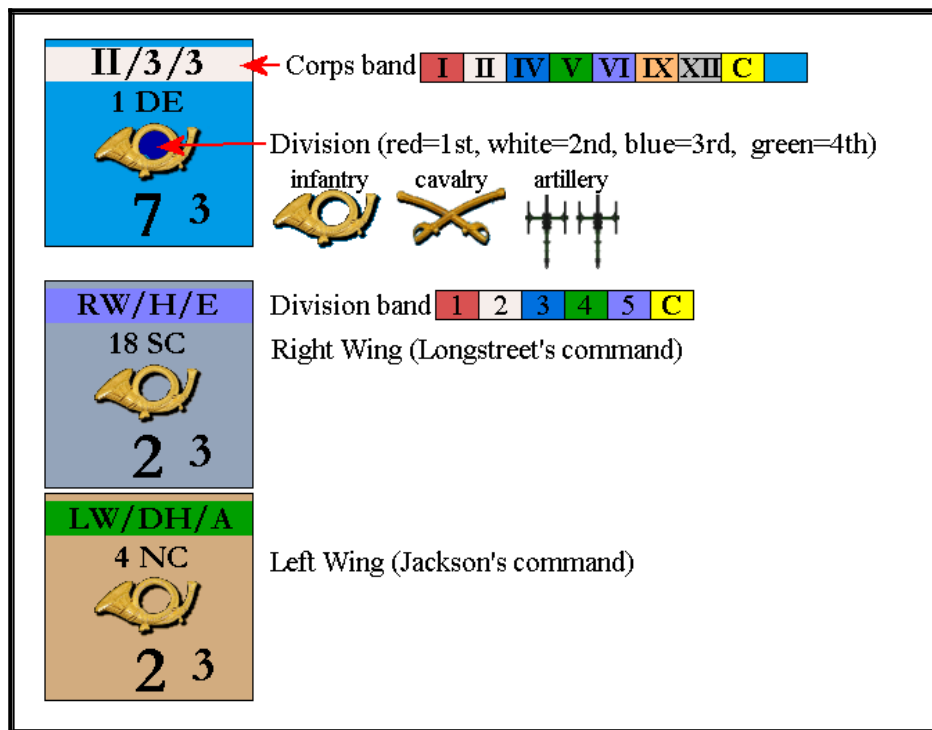
Scenario 3: VI Corps assaults Crampton's Gap.

A. **Time**

The game starts on the September 14th 4pm 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 than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.

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 Crampton's Gap: hex 5709
5	5	Control Brownsville Pass: hex 6806

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 are no army commanders. Both sides' must roll for command.
3. Franklin is the Union VI corps commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
4. D.R.Jones is the Confederate commander, rolls against his command rating as being out-of-command, and has a normal command range for his rank.
5. No units may move North of hex-row 51##.

D. **Reinforcements and Organization**
1. There are no reinforcements in this scenario.
2. Artillery may begin limbered or unlimbered.
3. Normal reorganization and recovery rules apply.
4. Hex **Commanders** Regiment/brigade ·*Artillery* (formation)

E. **Union Deployment**

5815...........**Bartlett** 27NY 96PA (VI/1/2)
5814...........5ME 16NY (VI/1/2)
6013...........**Torbert** 1NJ 3NJ (VI/1/1)
6112...........2NJ 4NJ (VI/1/1)
6015...........**Slocum Newton** 18NY 32NY (VI/1/3)
6014...........31NY 95PA (VI/1/3)
6312...........**Brookes** 2VT 4VT (VI/2/2)
6414...........**Smith** 5VT 6VT [detached](VI/2/2)
6313...........**Franklin** (VI)
6317...........·*Wolcott* ·*Porter* (VI)
6218...........·*Hexamer* ·*Williston* (VI)

F. **Confederate Deployment**

5911...........**Parham** 6VA (RW/M/Pa)
6011...........12VA (RW/M/Pa)
6110...........2VA Cav [detached dismounted] (C/M)
5511...........**Munford** 12VA Cav (C/M) [dismounted]
5910...........·*Grimes* (RW/A) ·*Chew* (C)
6806...........**Semmes** 53GA (RW/M/S) ·*Manly* (RW/M)
5906...........10GA [detached] (RW/M/S)
6205...........24GA 15NC (RW/M/C)
6304...........**Cobb** Cobb's Legion 16GA (RW/M/C)
5904...........16VA 41VA 61VA [detached] (RW/A/Pa) ·*Carlton* (RW/M)
6901...........15VA 32VA[detached] (RW/M/S)
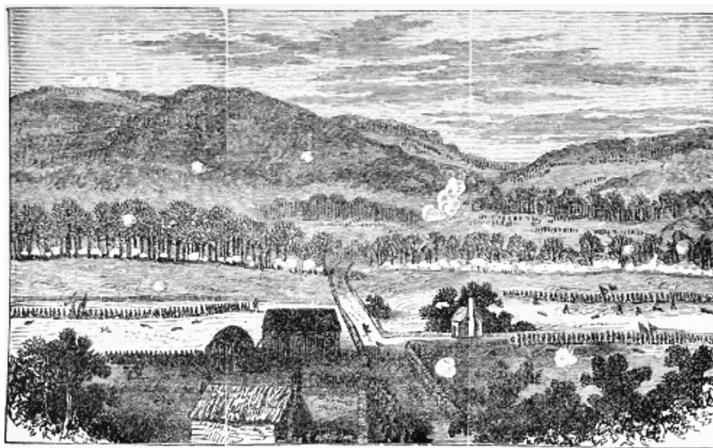
CHARGE OF THE SIXTH CORPS AT BURKETTSVILLE.

Scenario 4: The Battles of South Mountain.

A. **Time**
The game starts on the September 14th 7am 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 than his opponent wins.
3. Each player gains a certain number of Victory Points (VP) for accomplishing the following objectives. Players should keep a running total in the spaces provided on the map.
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 1218
10	10	Control Fox's Gap: hex 2119
10	10	Control Crampton's Gap: hex 5709
5	5	Control Browsville Pass: hex 6806

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 Order of Appearance.
2. Artillery may begin limbered or unlimbered.
3. Normal reorganization and recovery rules apply.
4. Hex **Commanders** Regiment/brigade ·*Artillery* (formation)

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

F. **Confederate Deployment**
0921...........·*Ross* (LW/Cutts)
1021...........·*Patterson* (LW/Cutts)
1520...........13AL 28GA (LW/DH/C)
1620...........**DHHill Colquitt** 6GA 23GA 27GA (LW/DH/C)
1318...........5NC 12NC 23NC (LW/DH/G) ·*Lane* (LW/Cutts)
1319...........**Garland** 13NC 20NC (LW/DH/G)
2319...........5VA Cav (C/L) [detached dismounted] ·*Pelham* (C)
1115...........·*Bondurant* (LW/DH)
5911...........**Parham** 6VA (RW/A/Pa)
6011...........12VA (RW/A/Pa)
6110...........2VA Cav [detached] (C/M)
5511...........**Munford** 12VA Cav (C/M) [dismounted]
5910...........·*Grimes* (RW/A) ·*Chew* (C)
6806...........**Semmes** 53GA (RW/M/S) ·*Manly* (RW/M)
5906...........10GA [detached] (RW/M/S)
6205...........24GA 15NC (RW/M/C)
6304...........**Cobb** Cobb's Legion 16GA (RW/M/C)
5904...........16VA 41VA 61VA [detached] (RW/A/Pa) ·*Carlton* (RW/M)
6901...........15VA 32VA[detached] (RW/M/S)

South Mountain

Initial Unit Strengths

Army of the Potomac   McClellan 2

I corps: Hooker *3*
1st division: *3*   1st brigade: 9*   2nd brigade: 15   3rd brigade: 19   4th brigade: 22   div art: 12   *not counting 5sp USSS
2nd division: *3*   1st brigade: 19   2nd brigade: 13   3rd brigade: 32   div art: 4
3rd division: *3*   1st brigade: 21   2nd brigade: 22   3rd brigade: 16   div art: 6

VI corps: Franklin *3*
1st division: *2*   1st brigade: 16   2nd brigade: 18   3rd brigade: 18   div art: 12
2nd division: *3*   1st brigade: 21   2nd brigade: 22   3rd brigade: 18   div art: 8

IX corps: Reno *4*   IX Art: 6
1st division: *2*   1st brigade: 25   2nd brigade: 30   div art: 6
2nd division: *3*   1st brigade: 19   3rd brigade: 26   div art: 5
3rd division: *3*   1st brigade: 18   2nd brigade: 31   div art: 3
Kanawha: *3*   1st brigade: 14   bgd art: 3   2nd brigade: 17   bgd art: 3

Cavalry: *2*   Whiting: 8   Rush: 12   Farnsworth: 24   McReynolds: 12   3rd PA Cav: 3   15th PA Cav: 3   horse art: 11

Inf: 486 Cav: 62 Art: 79

Army of Northern Virginia   RELee 6

Longstreet's command: *6*
McLaws' division: Cobb: 7   Semmes: 5   Div art: 6
DRJones' division: *3*   Drayton: 14   Garnett: 8   Kemper: 11   Jenkins: 15   Jones: 10   Wise art: 2
Hood's division: *4*   Wofford: 14   Law: 12   Evans: 10   Boyce art: 2   Frobel art: 7
RHAnderson's Division:*4* Parham: 5   Wilcox: 9   Featherston: 9 Armistead: 5   Pryor: 14   Wright: 8   Div art: 10

Jackson's command: Cutts art: 8
DHHill's division: *4*   Ripley: 16   Rodes: 13   Garland: 11   GBAnderson: 13   Colquitt: 17   Division art: 9

Cavalry: FLee: 5   Munford: 7   Horse art: 4

Inf: 181 Cav: 12 Art: 40
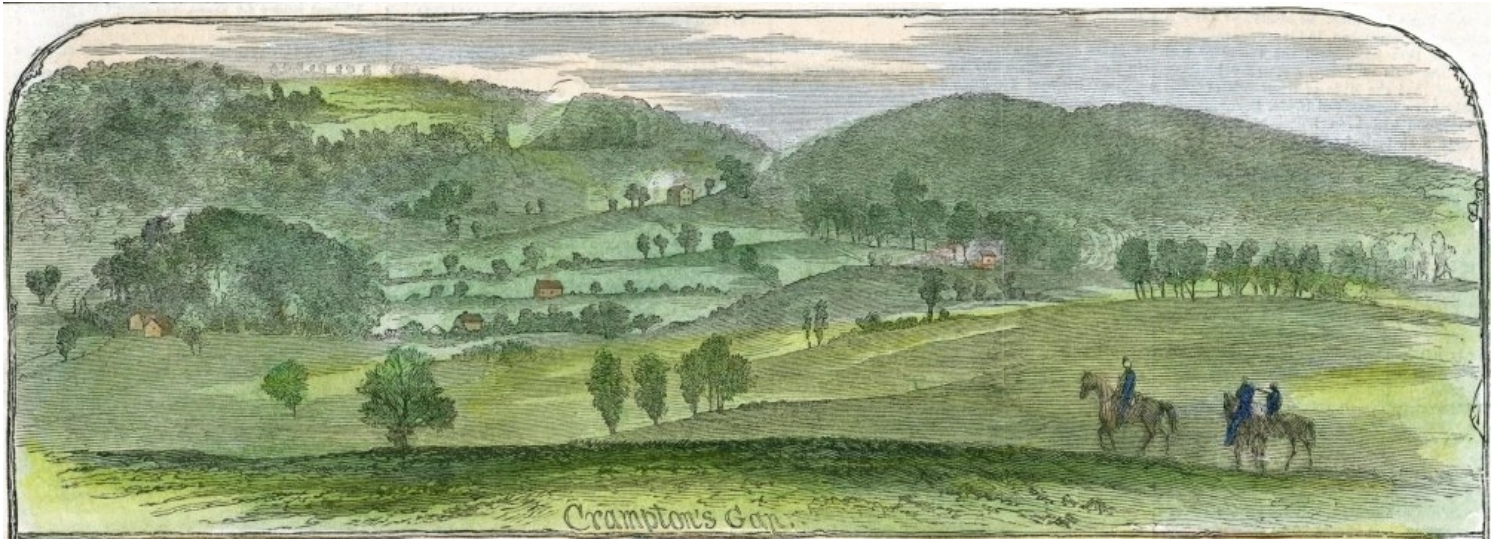
2/22/2023

The elevations on the South Mountain map are in 100 foot increments instead of the 40 foot increments in other LFM titles. As such, the movement cost for elevations are very different than they are in those games, and a terrain effects chart specific to South Mountain has been included to be used in place of that found in the series rules.

LAST FULL MEASURE
Terrain Effects Chart

Terrain		Infantry	Cavalry	Artillery	Horse-Artillery	Commander	Effect on Combat, Retreat, & Line-of-Sight
Clear		1	1	2	2	1	NE (no effect)
Trail		1	1	2	2	1	Cannot enter ZOC if road-movement was used otherwise NE
		Negates effects of other terrain in hex, including elevation No road-movement on trails					
Road		1/4 * night/rain: 1/2	1/4 ** night/rain: 1/2	1/4 * night/rain: 1/2	1/4 ** night/rain: 1/2	1/4 ** night/rain: 1/2	Cannot enter ZOC if road-movement was used otherwise NE
Turnpike		1/4 *	1/4 **	1/4 *	1/4 **	1/4 **	Cannot enter ZOC if road-movement was used otherwise NE
Rail-Road		1	1	2	2	1	NE
Sunken-Road		1/2 *	1/2 **	1/2 *	1/2 **	1/2 **	+1 DRM to Attacker Defender Not Required to Retreat (NR)
Town (buildings are gray) Other color buildings have no effect on play.		1/4 MP 1 MP when not using road movement	1/4 MP 2 MP when not using road movement	1/4 MP 1 MP when not using road movement	1/4 MP 2 MP when not using road movement	1/4 MP 1 MP when not using road movement	+1 to Elevation Level of hex +1 DRM to Attacker NR
Elevation Change		+1 each level	+2 each level	+2 each level	+2 each level	NE	Each contour level on the hexside crossed adds 1MP for infantry and 2 MP for artillery and cavalry for each level up or down. If the unit doesn't have enough MP to pay the cost, the hexside is impassible.
River		Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	No Combat except Ranged Artillery Fire ZOI does not cross
Creek hexside		Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Can only cross at fords or bridges	Attacker +1 DRM
Stream hexside		+1	+1	+2	+2	+1	Attacker +1 DRM
Bridge		0 creek 1 river	0 creek 1 river	0 creek 1 river	0 creek 1 river	0 creek 1 river	Attacker +1 DRM
Woods & Orchards		1	2	3	3	1	+1 to Elevation Level of hex NR

* When not using road-movement, cost is the same as other terrain in the hex.

** When not using road-movement, treat as clear terrain.

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