

UNION  
VICTORY POINTS

100

10

1

CONFEDERATE  
VICTORY POINTS

100

10

1

TURN RECORD

5 AM	6 AM	7 AM	8 AM	9 AM	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM
4 PM	5 PM	6 PM	7 PM	8 PM	NIGHT	NIGHT			September 14th	September 15th

# LAST FULL MEASURE

## The Battles of South Mountain

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# 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
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.

# LAST FULL MEASURE

## Battles of South Mountain

### Order of Appearance

**Time Location:** hex

**Commanders** Units\* · *Artillery* (formation) \*=full brigade

**September 14**

<b>7 AM</b>	<b>National Road: 3338</b>	<b>Cox</b> Scammon* · McMullin · Gibson (IX/K) 15PA Cav · Benjamin (Cav)
<b>8 am</b>	<b>National Road: 0006</b>	Garnet* Kemper* Jenkins* (RW/DJ)
<b>9 AM</b>	<b>National Road: 3338</b>	Crook* · Simmonds (IX/K)
	<b>National Road: 0006</b>	GBAnderson* (LW/DH/A)
<b>10 AM</b>	<b>National Road: 3338</b>	<b>Hooker Meade</b> Seymour* Bolinger* Gallagher* · Simpson · Cooper · Ransom (I)
	<b>Middletown Road: 4039</b>	Rush* (Cav) (3 mp)
<b>12 PM</b>	<b>National Road: 3338</b>	<b>MacClellan Pleasonton</b> Farnsworth* McReynolds* 3PA Cav · Hains · Robertson · Tidball (Cav)
	<b>National Road: 3338</b>	<b>Hatch</b> Phelps* Doubleday* Patrick* Gibbon* · Edgell · Monroe · Reynolds · Campbell (I)
	<b>Jefferson Road: 7232</b>	<b>Slocum</b> Torbert* Bartlett* (VI/1) Whiting* (Cav) (5 mf)
	<b>Harpers Ferry Road: 7100</b>	(-10 CS VPs if used) <b>RHAnderson</b> Wilcox* Featherston* Armistead* Pryor* Wright* · Maurin · Phelps · Moorman · Chapman (RW/A)
<b>1 PM</b>	<b>Jefferson Road: 7232</b>	<b>Franklin</b> Newton* · Wolcott · Porter · Hexamer · Williston (VI/1)
	<b>National Road: 0006</b>	Rodes* Ripley* · Hardaway (LW/DH)
<b>2 PM</b>	<b>National Road: 3338</b>	<b>Reno Wilcox</b> Christ* Welch* · Cook (IX/1)
	<b>Jefferson Road: 7232</b>	<b>Smith</b> Hancock* Brooke* Irwin* · Vannerman · Cowen · Martin (VI/2)
	<b>National Road: 0006</b>	Drayton* Jones* · Wise (RW/DJ)
<b>3 PM</b>	<b>National Road: 3338</b>	<b>Ricketts</b> Duryea* Christian* Hartsuff* (I/2) <b>Sturgis</b> Nangle* Ferrero* Clark* · Matthews · Thompson (IX/2) <b>Rodman</b> Fairchild* Harland* (IX/3)
	<b>National Road: 0006</b>	<b>Hood</b> Wofford* Law* · Bachman · Garden · Reilly (RW/H/D)
<b>5 PM</b>	<b>National Road: 0006</b>	Evans*