

Union Briefing

General Lee crossed the Potomac with over 100,000 men some 2 weeks ago, and since then has been roaming at large in Union territory, with 8 independent commands of veteran troops sweeping through Maryland, Northern Virginia and the Shenandoah Valley, outflanking and outnumbering the Union forces at every turn. With an attack on the capital clearly imminent, Lincoln reinstated his safest pair of hands, Gen George McClellan, to lead the newly reconstituted Army of the Potomac to try to halt the imminent invasion.

There has been much manoeuvring and many small and sharp actions between the two armies, and even though McClellan fortuitously came across a set of Confederate Orders of Battle 10 days ago, the fast-moving Rebel columns have already diverged from their strategy in the face of events. Now at Sharpsville, McClellan faces a difficult dilemma with outdated and inconsistent intelligence. Is what sits before the 70,000 strong Union army only a proportion of Lee's 100,000 men, which if McClellan can defeat in detail here will leave the Rebel army incapable of serious continued action North of the Potomac? Or are Lee's troops even now lying in wait in the ambush-friendly territory around Sharpsburg, with even more marching to surround the Union forces as the wily Lee yet again looks to lure an outnumbered Union army into a rash attack, and a defeat which would leave Washington defenceless. The latest telegraph signals now indicate that the Union garrison at Harpers Ferry has fallen, and Stonewall Jackson's men are even now arriving alongside Lee....

- Antietam Creek is "Impassable"
- Line of sight blocked by Cornfields, no other effect on movement, combat or firing
 - Artillery firing from higher ground may fire over cornfields
 - A unit in Supported Line (2 ranks) moving across a field at full width will trample it, unblocking line of sight
- The Sunken Lane:
 - -2 firing modifier, +2 defensive modifier if attacked from East or North
 - -1 / +1 modifiers attacking from South or West
 - No delay to movement for foot & leaders, impassable to artillery except at ends
- Woods
 - Count as "Dense Terrain" for movement,
 - Visibility is 2" through all woods
 - -1 when firing at infantry in woods
 - +1 "favourable ground" modifier for infantry (not artillery) when being charged in woods
- Orchards - Block LoS through more than 2", no other effects
- Walls & Fieldworks
 - -1 firing modifier vs Infantry & artillery
 - +1 defensive modifier in Charge Combat
 - No movement penalty for infantry or cavalry, impassable for artillery
- Hills
 - LoS blocked by crestlines unless within 2"
 - Artillery on higher ground may fire over troops/ terrain if target and battery are both more than 4" from the obstacle
 - +1 charge combat modifier for favourable ground

Reinforcements - All enter in "Good Order" in march column, and with full movement – no dice roll needed.

Victory Conditions

1. Control Hilltop X with at least 1 unspent Brigade
2. Union – no Confederates left in the Sunken Road
3. Ahead on points
 - a. 1 VP – each Worn enemy Brigade
 - b. 1VP - Each wrecked or captured battery
 - c. 1 VP Each dead/captured/injured Corps/Div Leader, or Exceptional Brigade Leader
 - d. 2 VP – each Spent enemy Brigade
 - e. 4 VP – each enemy Brigade that "quits the field" or is destroyed

Union Org Chart

McClennan – Army of the Potomac

Hooker – I Corps (3 Divisions – Doubleday, Ricketts, Meade - all start on table)

Sumner – II Corps (3 Divisions – Richardson, Sedgwick, French - arrive 8:00-9:00am)

Franklin – VI Corps (2 Divisions – Slocum, Smith, arrive 11:30-12:30)

Mansfield – XII Corps (2 Divisions – Williams, Greene, arrive 6:30-7:30am)

Confederate Org Chart

Lee – Army of Northern Virginia

Longstreet - I Corps (3 Divisions – RH Anderson, JG Walker, McClaws)

Jackson – II Corps (4 Divisions – JR Jones, Lawton, AP Hill, Hood)

Hill – III Corps (unknown)

Stuart – (Cavalry – location unknown)

Confederate Briefing

The campaigning season which has seen the Confederate Army cross into Maryland and Northern Virginia had started well, with victory at Bull Run which sent the Union armies yet again fleeing in disarray. But since then there have been no major battles and time – and supplies – are now running out in which to score a meaningful victory on Northern soil. Reports from Europe indicate that Britain is close to believing that North cannot win the war, and spies in Washington are picking up rumours that Northern Governors are plotting to challenge Lincoln's Presidency. One more victory – or even a hard fought draw leaving the Union with a bloodied nose - may tip the balance, leading to the recognition of the Confederacy by the North and the World.

Lee also knows his opponent today is the over-cautious McClennan, who he has successfully bluffed before – and McClennan will surely be paranoid concerning the numbers of arriving Rebel reinforcements too. Despite the odds probably being against him, a successful defensive battle – with a bluff of greater numbers – may win the whole war for Lee here today.

Terrain

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- Woods
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 - -1 when firing at infantry in woods
 - +1 "favourable ground" modifier for infantry (not artillery) when being charged in woods
 - Orchards - Block LoS through more than 2", no other effects
- Walls & Fieldworks
 - -1 firing modifier vs Infantry & artillery
 - +1 defensive modifier in Charge Combat
 - No movement penalty for infantry or cavalry, impassable for artillery
- Hills
 - LoS blocked by crestlines unless within 2"
 - Artillery on higher ground may fire over troops/ terrain if target and battery are both more than 4" from the obstacle
 - +1 charge combat modifier for favourable ground

Reinforcements

All enter in "Good Order" in march column, and with full movement – no dice roll needed.

Victory Conditions

4. Control Hilltop X with at least 1 unspent Brigade
5. Confederates – at least one non-Spent unit in the Sunken Road
6. Ahead on points
 - a. 1 VP – each Worn enemy Brigade
 - b. 1VP - Each wrecked or captured battery
 - c. 1 VP Each dead/captured/injured Corps/Div Leader, or Exceptional Brigade Leader
 - d. 2 VP – each Spent enemy Brigade
4 VP – each enemy Brigade that "quits the field" or is destroyed

Confederate Activation

Hood & DH Hills Divisions start on-map but cannot move for 2 turns (ie until 7am). They may fire & return fire.

Confederate Cavalry under Stuart start off-map at K. The 2 batteries begin on table at Nicodemus Hill (near K). The cavalry enter only if a Union unit goes within 12" of the Western edge of the battlefield – the Union player of course does not know this!

Reinforcements

The Union army has been given a similar list of reinforcements to the Confederates, i.e. showing the times of both sides reinforcements arriving. However, as the Union general McClennan believed himself to be outnumbered at Antietam, the schedule given to the Union shows MORE Confederate reinforcement units than there actually will be.

It also shows some Confederate units arriving LATER than they actually will – so hopefully the early arrival of your reinforcements should surprise them. To help build this illusion, the Confederate general Lee should (with the umpire) make a “concealed” dice roll each turn from 7:00 onwards -as if he is rolling for reinforcements – and should look happy about this in the 8:30 turn !

- The times of arrival of “fake” units on the Union list are shown on the Confederate reinforcement schedule as *(fake)*
- Confederate units arriving earlier than the Union expects are listed in **bold**

The Union schedule also does not list where the Confederate units will arrive.

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Jackson – II Corps (5 Divisions – JR Jones, Lawton, DH Hill, AP Hill, Hood – all on table)

Jeb Stuart – (Cavalry)

Longstreet - I Corps (4 Divisions – RH Anderson, DR Jones, JG Walker, McClaws, arrive 8:00-9:30am)