



The South London Warlords host the Antietam Morning Battle Scenario at the 2019 Colours Wargames Show, in Newbury UK. Battlefield terrain built by Andy Thomlinson.

SCENARIO

THE MORNING BATTLE OF ANTIETAM

September 17, 1862

THE SCENARIO

The scenario covers the morning phase of the battle that raged through the Miller Cornfield, the West Woods, and the Sunken Lane. The battle starts with Hooker's I Corps early morning attack and ends with Franklin's VI Corps arriving on the field in the early afternoon. It can be played by three or more Union and Confederate players, takes about seven hours to play. The

scenario is played at the 150-scale and requires a 6-ft. deep by 6-ft. wide gaming area when using 15mm figures.

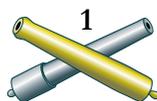
TERRAIN

Terrain should be laid out as shown in the scenario map on the adjacent page. Terrain effects for the scenario are as follows:

Elevations. Gently rolling hills and ridge run along a north-south axis. The high ground is represented as a one- or two-level elevation with crest lines that block line of sight. A defending unit in charge combat receives a +1 modifier for favorable ground only against an attacker charging up a slope.

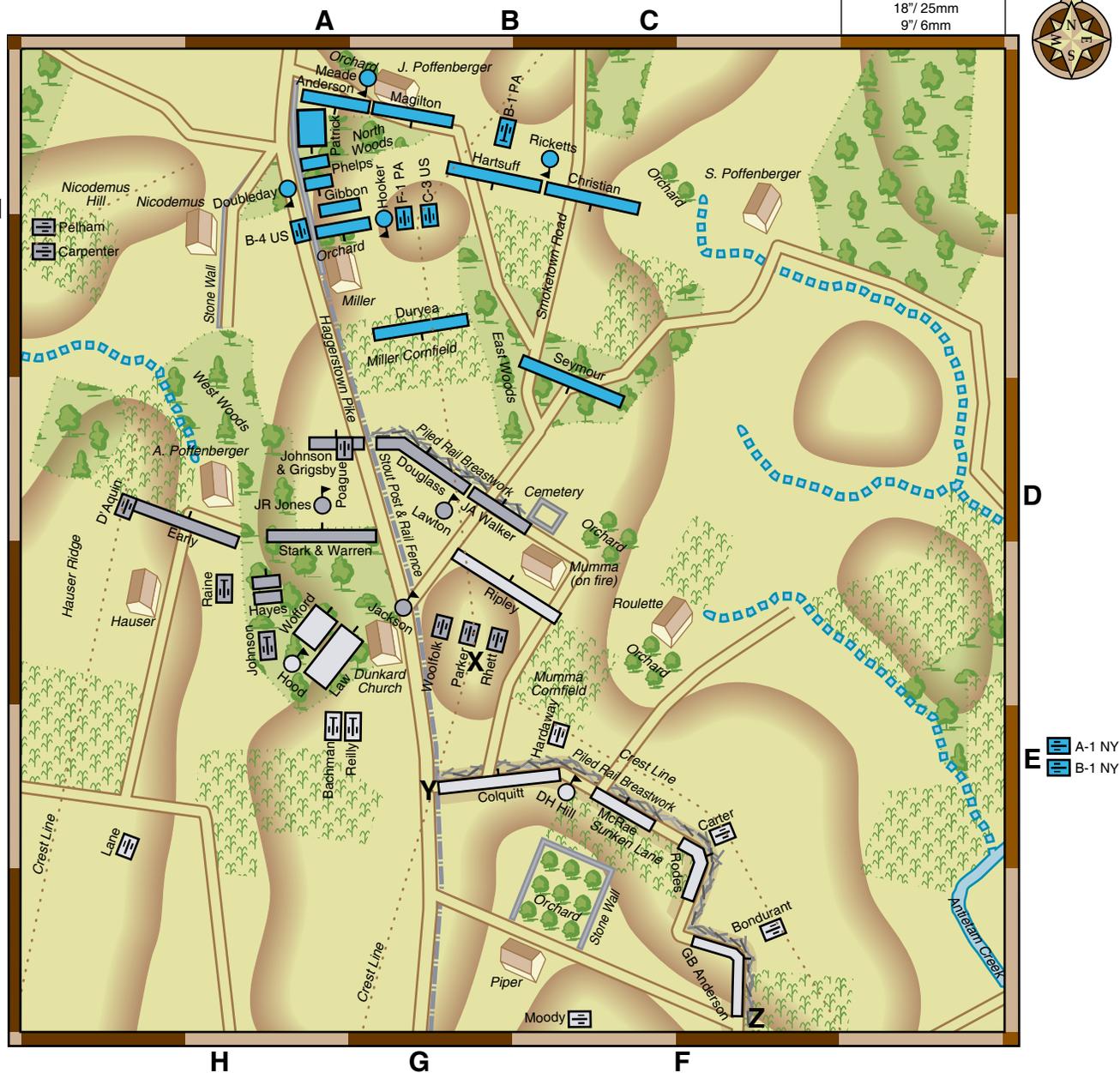
There are two Union batteries firing at maximum range from a one-level elevation off of the east table edge. Off-table artillery may fire over intervening troops and terrain features located on lower ground.

Woods. Wooded areas are rated broken ground for movement. Line of sight through woods is reduced to 2". Firing stands suffer a -1 modifier for a target in partial cover when firing through woods, or a -2 if the target is dismounted cavalry. In charge combat, a defending unit in woods receives a +1 modifier for favorable ground.



Antietam Morning Battle Scenario Map

540 yards
12" / 15mm
18" / 25mm
9" / 6mm



Orchards. Orchards are minor wooded terrain features that do not block line of sight. They are rated broken ground for movement. An orchard does not provide a modifier in fire or charge combat.

Cornfields. The standing corn was tall this time of year, but marching troops and heavy gunfire quickly laid low the corn stalks. For simplicity, cornfields have no effect on movement, line of sight or combat.

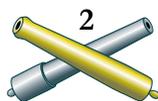
Antietam Creek and Streams. Antietam Creek is impassable. All streams are shallow runoffs. They are rated broken ground to cross. Streams do not affect line of sight or combat.

Roads. All roads are in good condition. Units in march column or moving by the flank, limbered batteries and leaders may move at the prorated road movement rate.

Breastwork. Douglass' and Walker's Confederate brigades are

behind a makeshift breastwork made from piled fence rails. The breastwork is rated broken ground to cross and does not block line of sight. In a maneuver check, a unit in line or supported line aligned behind the breastwork receives a +1 modifier. Firing stands suffer a -1 modifier for partial cover when firing at a target aligned behind the breastwork. In charge combat, a defending unit aligned behind the breastwork receives a +1 for favorable ground. After a Union unit crosses the breastworks, the piled rails are considered dismantled for the width of that unit, and the terrain feature no longer affects movement and combat.

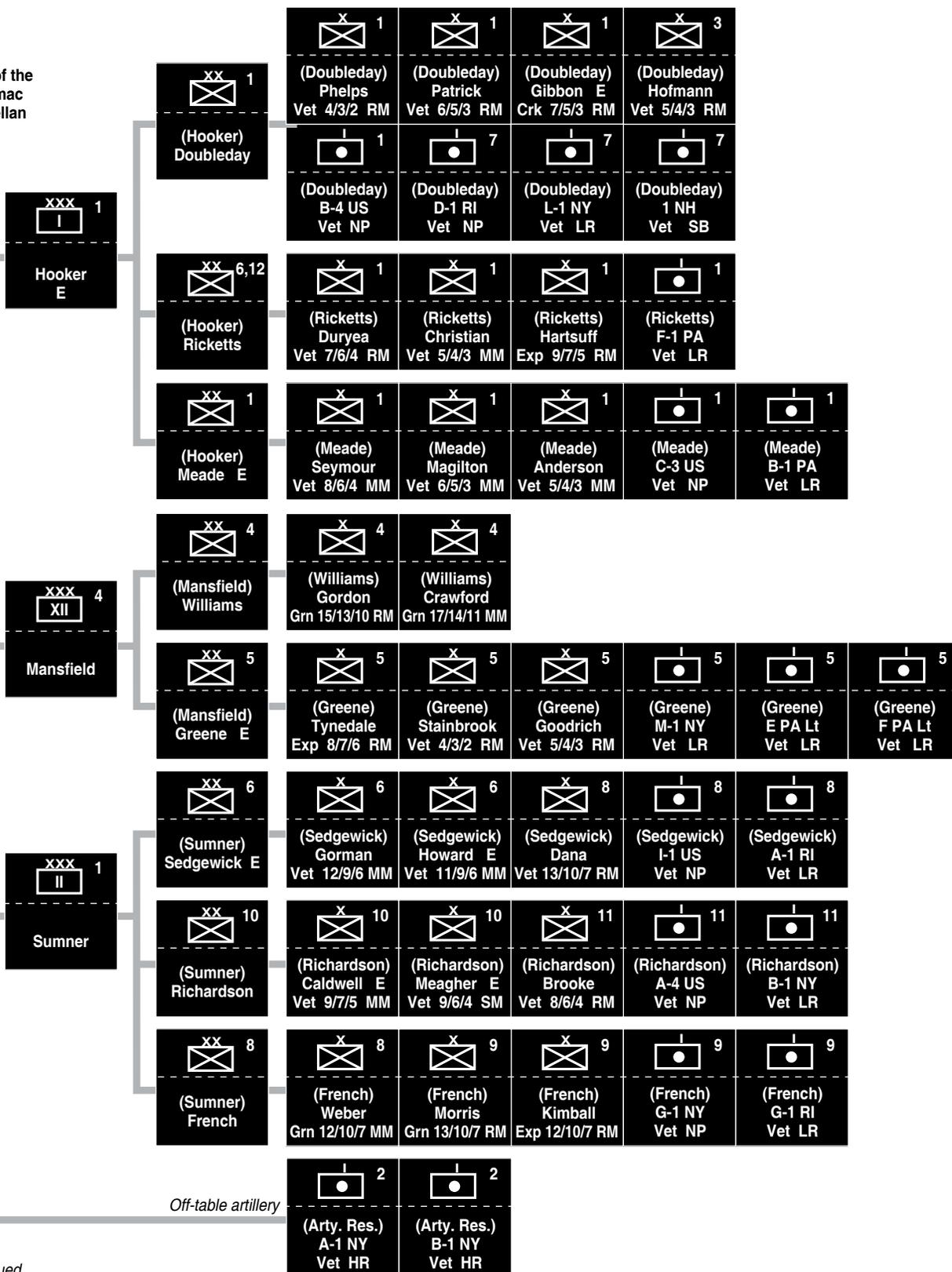
Stout Rail Fence and Stone Walls. Normally there are no terrain effects for wood fence lines at the brigade scale, however, the stout rail fence running along the Hagerstown Pike was an impediment to movement. The stout fence and all stone walls are rated broken ground to cross and do not block line of sight. In a maneuver check, a unit in line or supported line aligned behind



Antietam Morning Battle Scenario

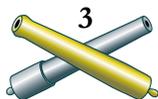
Union Order of Battle

Army of the Potomac
McClellan



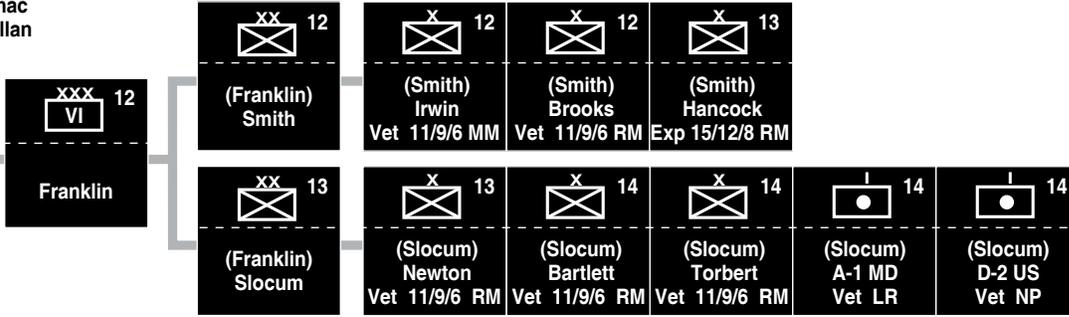
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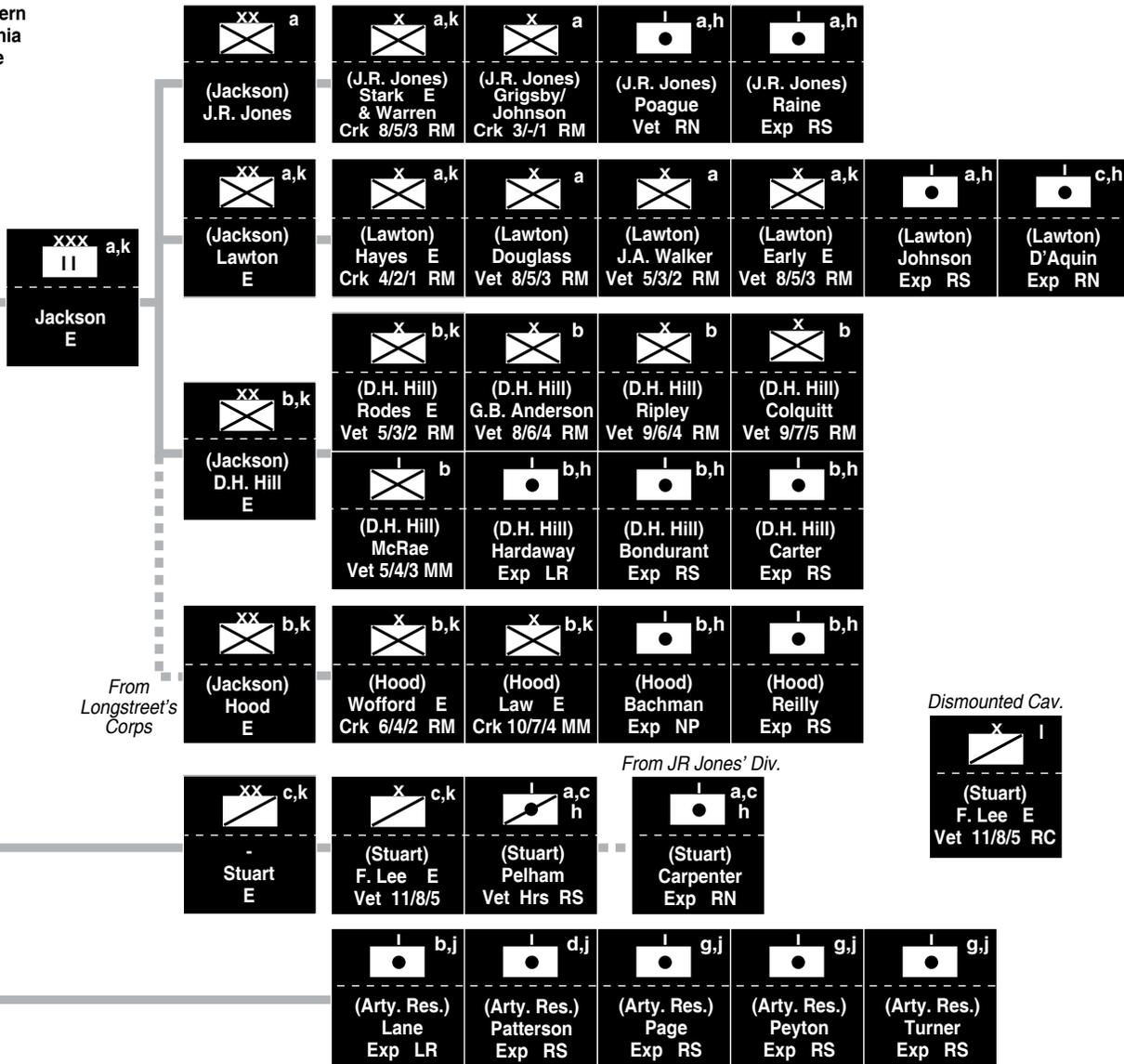
Antietam Morning Battle Scenario Union Order of Battle Continued

Army of the
Potomac
McClellan



Confederate Order of Battle

Army of
Northern
Virginia
Lee



From
Longstreet's
Corps

From JR Jones' Div.

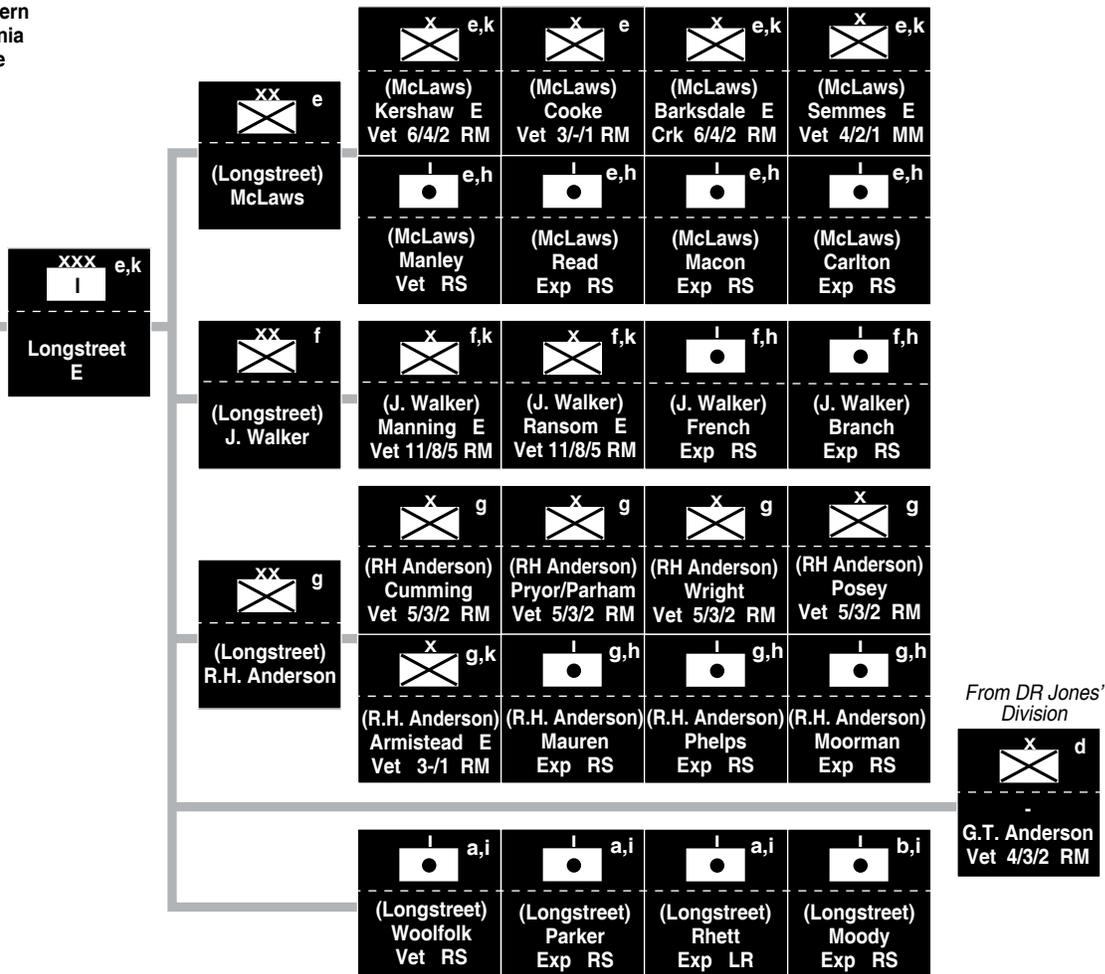
Dismounted Cav.



- Photocopy and cut out labels -

Antietam Morning Battle Scenario Confederate Order of Battle Continued

Army of Northern Virginia
Lee



the stout fence or a stone wall receives a +1 modifier. Firing stands suffer a -1 modifier for partial cover when firing at a target in line or supported aligned behind a stone wall, or a -2 if the target is dismounted cavalry. In charge combat, a defending unit in line or supported line aligned behind a stone wall receives a +1 for favorable ground. The stout fence does not provide a modifier in fire or charge combat. Any other fence lines placed on the table are for visual effect only.

Buildings. Buildings are minor terrain features. They have no effect on movement, line of sight or combat.

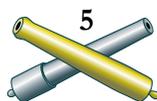
Friendly Table Edge. Broken units from the Union I and XII Corps must retreat towards the north table edge, east of point A. Broken units from the II and VI Corps must retreat toward the east table edge, south of point D. Broken Confederate units must retreat toward the south table edge, west of point F. If a broken unit at the table edge fails to reform in the following Maneuver Phase, its remaining stands are removed from play and count towards heavy casualties.

An exception is made for Confederate units and the leader in Stuart's cavalry command located in close proximity to the west table edge (see special scenario rule).

ORDER OF BATTLE

The following number of stands is needed:

STAND	UNION	CONFEDERATE
Infantry	253	131
Infantry command	27	25
Cavalry	0	10
Cavalry command	0	1
Dismounted cavalry	0	8
Dismounted cavalry command	0	1
Horse holder	0	2
Artillery (gun with limber)	18	29
Artillery (off-table)	2	0
Corps leader	4	2
Division leader	10	8
Exceptional brigade leader	4	13
Total	318	229



Union Forces. Total stands represent a force of 45,000 men and 120 guns. Reinforcements enter without a maneuver check and move at the double-quick rate.

1) Starting units and leaders:

I Corps leader Hooker

Division leader Doubleday with 3 brigades (Gibbon and Phelps in line, and Patrick in field column), and 1 unlimbered battery (B-4 US) attached to Gibbon

Division leader Ricketts with 3 brigades (Duryea, Christian, and Hartsuff), and 1 unlimbered battery (F-1 PA)

Division leader Meade with 3 brigades (Seymour, Magilton, and Anderson) in line, 1 unlimbered battery (C-3 US), and 1 limbered battery (B-1 PA)

2) 2 unlimbered VI Corps batteries start off the table edge at **E**. The batteries are located on a 1-level elevation and have line of sight restrictions (see special scenario rule).

3) Enter at **A** on any turn after an enemy cavalry unit enters below **I**: Hofmann's Brigade in any formation, from Doubleday's Division

4) Enter on turn 3 between **A-B**: XII Corps leader Mansfield, division leader Williams with 2 brigades (Gordon and Crawford) in field column.

5) Enter on turn 4 between **B-C**: Division leader Greene with 3 brigades (Tynedale, Stainbrook, and Goodrich) in field column, and 3 limbered batteries (M-1 NY, E PA Lt. and F PA Lt).

6) Enter on turn 5 at **D**: II Corps leader Sumner, division leader Sedgewick with 2 brigades (Gorman and Howard) in any formation.

7) Enter on turn 6 between **A-B**: 3 limbered batteries (1 NH, D-1 RI, and L-1NY) from Doubleday's Division.

8) Enter on turn 6 at **D**:

Dana's Brigade in any formation and 2 limbered batteries (A-1 RI and I-1 US), from Sedgewick's Division

Division leader French with Weber's Brigade in any formation

9) Enter on turn 7 at **D**: Morris' and Kimball's Brigades in any formation, and 2 limbered batteries (G-1 NY and G-1 RI), from French's Division.

10) Enter on turn 8 at **D**: Division leader Richardson with 2 brigades (Meagher and Caldwell) in any formation.

11) Enter on turn 9 at **D**: Brooke's Brigade in any formation and 2 limbered batteries (A-4 US and B-1 NY), from Richardson's Division.

12) Enter on turn 11 at **D**: VI Corps leader Franklin, division leader Smith with 2 brigades (Irwin and Brooks) in any formation.

13) Enter on turn 12 at **D**:

Hancock's Brigade in any formation and 2 limbered batteries (D-2 US and A-1 MD), from Richardson's Division.

Division leader Slocum with Newton's Brigade in any formation

14) Enter on turn 13 at **D**: Bartlett's and Torbert's Brigades in any formation, and 2 limbered batteries (A-1 MD and D-2 US) from Slocum's Division.

15) Hooker, Gibbon, Sedgewick, Howard, Caldwell, Meagher, and Greene are rated Exceptional.

16) Batteries are assigned to a division command. Divisional batteries may only be positioned within the command radius of their respective division or higher corps leader, or by attaching to any brigade within that division.

Confederate Forces. Total stands represent a force of 29,250 men and 174 guns. Reinforcements enter without a maneuver check and move at the double-quick rate. Charging infantry apply the +1 modifier for Rebel Yell.

a) Starting units and leaders:

Corps leader Jackson

Division leader J.R. Jones with 2 brigades (consolidated Stark/Warren and Grigsby/Johnson) in line, 1 unlimbered battery (Poague) attached to Grigsby/Johnson, and 1 limbered battery (Raine)

Division leader Lawton with 4 brigades (Douglass, J.A. Walker, and Early in line, and Hayes in supported line), 1 unlimbered battery (d'Aquin) attached to Early, and 1 limbered battery (Johnson)

3 unlimbered I Corps batteries (Woolfolk, Rhett, and Parker)

1 unlimbered horse battery (Pelham) from Stuart's Cavalry Division and 1 unlimbered battery (Carpenter) from J.R. Jones' Division

b) The following units and leaders start on the table but are not activated until turn 3:

Division leader D.H. Hill with 5 brigades (Ripley, Colquitt, McRae, Rodes, and G.B. Anderson) in line, and 3 unlimbered batteries (Hardaway, Bondurant, and Carter)

Division leader Hood with 2 brigades (Wofford and Law) in line, and 2 limbered batteries (Bachman and Reilly)

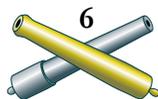
1 unlimbered Army Artillery Reserve battery (Lane) and 1 unlimbered I Corps battery (Moody)

c) Enter south of **I** on any turn after an enemy unit moves to within 12" of west table edge: Cavalry division leader Stuart with F. Lee's Cavalry Brigade in any mounted formation or in dismounted line. Also, the two batteries (Pelham and Carpenter) in Stuart's command can move or retreat off the table edge south of **I** and may re-enter on a later turn (see special scenario rule).

d) Enter on turn 5 at **G**: G.T. Anderson's Brigade in march column from D.R. Jones' Division, and 1 limbered Army Artillery Reserve battery (Patterson).

e) Enter on turn 6 between **G-H**: Corps leader Longstreet, Division leader McLaws with 4 brigades (Kershaw, Cooke, Barksdale, and Semmes) in any formation, and 4 limbered batteries (Manley, Read, Macon, and Carter).

f) Enter on turn 7 between **G-H**: Division leader J. Walker with 2 brigades (Manning and Ransom) in any formation, and 2 limbered batteries (French and Branch)



- g) Enter on turn 9 between **F-G**: Division leader R.H. Anderson with 5 brigades (Cumming, Pryor/Parham, Wright, Posey, and Armistead) in any formation, 3 limbered batteries (Mauren, Phelps, and Moonman), and 3 limbered Army Artillery Reserve batteries (Peyton, Page, and Turner).
- h) Batteries assigned to a division command may only be positioned within the command radius of their respective division or higher corps leader, or by attaching to any brigade within that division.
- i) Batteries assigned to a higher corps command may be positioned within the command radius of the corps leader or any division leader within the corps, or by attaching to any brigade within that corps.
- j) Batteries assigned to the Army Artillery Reserve may be positioned within the command radius of any leader or by attaching to any brigade.
- k) Jackson, Longstreet, Stuart, Lawton, Hood, DH Hill, Armistead, Ransom, Manning, Kershaw, Barksdale, Semmes, F. Lee, Stark/Warren, Early, Hayes, Rodes, Woofford, and Law are rated Exceptional.
- l) The 1st Louisiana (Tigers) in Starke's Brigade is wearing a Zouave uniform.
- m) Alternate labels for dismounted cavalry.

GAME LENGTH

Each game turn represents 30-minutes. There are 18 turns, starting with the Union player turn at 6:00 AM, and ends after the Confederate player turn at 2:30 PM.

VICTORY CONDITIONS

One side must acquire more victory points than its opponent to claim victory. Victory points are awarded by inflicting heavy casualties and greater losses on the enemy, and occupying the key positions, as follows:

Heavy Casualties. The Union threshold for heavy casualties is determined separately for 4 corps commands. The Confederate player is awarded one victory point for each Union command that reaches its threshold after losing troop and battery stands as follows:

Hooker's I Corps	18 (25%) stands
Sumner's II Corps	21 (20%) stands
Franklin's VI Corps	14 (20%) stands
Mansfield's XII Corps	11 (20%) stands

The Confederate threshold for heavy casualties is determined separately for two corps commands. The Union receive two victory points for each Confederate command that reaches its threshold after losing troop and battery stands as follows:

Jackson's Corps	35 (30%) stands
Longstreet's Corps	25 (30%) stand

Jackson's Corps includes Hood's attached division, Stuart's cavalry command, and 4 Army Artillery Reserve batteries.

After each higher command reaches its threshold for heavy casualties, all brigades in the command receive a -1 modifier in subsequent maneuver checks.

Greater Losses. An army is at greater losses when its total troop and gun stands lost exceed the total stands lost by the enemy army. The modifier for heavy casualties increases to a -2 for each command in the army that is currently at greater losses. The side that inflicts greater losses on the enemy at the end of the game is awarded an additional victory point.

Key Position. There are two key positions. The crest line on the second level elevation east of the Dunker Church at point **X**, and the Sunken Lane between **Y-Z**. One victory point is awarded to the Confederates if one or both key positions are in their control at the end of the game. The Union receive the victory point if neither key positions are controlled by the enemy. There are no extra victory points awarded for controlling both key positions.

Both key positions are under Confederate control at the start of the scenario. The Union gain control of **X** if at least one Union brigade occupies the crest line on the 2nd elevation. They gain control of **Y-Z** if there are no Confederate units aligned in the Sunken Lane between the two points.

After the Union gain control of one or both key positions, all Confederate brigades suffer a -1 modifier in subsequent maneuver checks. The modifier is not cumulative if both key positions are lost. The modifier is reversed and all Union brigades suffer the -1 after the Confederates regain control of both key positions.

SPECIAL SCENARIO RULES

Stuart's Cavalry Command. At the start of the scenario, Confederate division leader Stuart controls two unlimbered batteries (Pelham and Carpenter) located on Nicodemus Hill and F. Lee's Cavalry Brigade located off the west table edge. The cavalry brigade may enter at or south of point **I**, on any turn after a Union unit moves within 12" of the west table edge.

Normally, if a maneuver or combat effect requires a unit to retreat off the table edge, it must temporarily halt at the edge and the unit becomes broken. If the broken unit at the edge suffers a second retreat effect, it must retreat off the edge and is eliminated. If the only retreat direction for a battery is off the table, it is immediately eliminated.

These restrictions, however, do not apply to the units in Stuart's command located near the west table edge. If forced to retreat off the edge, the units and the attached leader must immediately exit the table and are not eliminated. They may also voluntarily exit the table during their maneuver phase. The cavalry can resolve its maneuver check off the table and may re-enter the following turn or delay entry until a later turn. An silenced battery can rally and a brigade or battery marked low on ammunition may replenish its ammunition while off the table. A unit may re-enter at the same exit location or anywhere south of point **I**. The move distance is measured from the edge of the table. Cavalry cannot charge on the turn it enters. While the unit remains temporarily off the table, it cannot fire and it cannot be fired upon.

Off-Table Artillery. Two Union heavy rifle batteries start off the table edge at point **E**. The batteries must remain off the table

and the only maneuvers permitted are fire or replenish ammunition. They have a 30-degree arc of fire measured from the table edge. The batteries are located on a 1-level elevation, so they may perform plunging fire over intervening woods and units on lower ground. An off-table battery must fire at a point on a target that is over 4" from all friendly units, and it may combine fire with other units. The batteries are firing at maximum weapon range and their line of sight is blocked by a crest line. They may only target enemy units located on the crest line or on the forward slope below the crest line. The off-table batteries cannot be fired upon by enemy batteries located on the table.

McClellan's Poor Generalship. Historically, the Union army commander, McClellan, overestimated Confederate numbers. Although he outnumbered Lee by more than two-to-one, McClellan cautiously committed his troops in uncoordinated attacks, fearing enemy counterattacks. Each Union corps attacked in succession, allowing the Confederates to shift their outnumbered forces to threatened sectors.

One Union player must be designated as McClellan, the overall army commander. To model his poor generalship, only one of the four Union corps in the scenario is allowed to attack during a game turn. The McClellan player decides which single corps to order to attack. The other three corps may only defend. All units in both attacking and defending Union corps may move and fire, however, only units in the designated attacking corps may voluntarily charge or enter within enemy musketry and canister range. Units of a defending corps that start within enemy musketry and canister may remain there, but they cannot move any closer.

The attacking corps may remain on the offensive for as long as McClellan chooses. At the beginning of any later Union turn, McClellan can order a different corps to attack. The previous attacking corps must go on the defensive and cannot be ordered to attack again for the remainder of the battle.