

# ANTIETAM

September 17, 1862  
6mm "Altar of Freedom" Scenario



**"We were already badly whipped and were only holding our ground by sheer force of desperation."**

**--General James Longstreet, CSA**



## BACKGROUND

Following his victory at Second Manassas, General Robert E. Lee persuaded the leadership in Richmond to approve a bold invasion of Maryland. Lee believed a victory on "northern" soil might bring a variety of benefits, including foreign recognition, Maryland volunteers, and relieving pressure on the Virginia front. Believing his opponents would be slow to react, Lee divided his army to bag a large Federal garrison at Harper's Ferry, while also pressing into Maryland.

But for once, his enemies responded faster than expected. Lincoln consolidated all Federal troops under McClellan's command, and a famous stroke of luck helped "Little Mac" find a discarded copy of Lee's strategic battle plans. McClellan marched 75,000 men north to Hagerstown, Maryland. On September 14 elements of both armies fought for control of the South Mountain passes, ending in a Union victory which allowed McClellan to pursue Lee's divided army.

Instead of retreating, Lee opted to make his stand along the meandering Antietam Creek. McClellan hesitated just long enough--some 48 hours--to allow the rebels the time they needed to re-concentrate. The stage was now set for the bloodiest day in American history.

## GAME LENGTH

This is a 12 turn scenario lasting from 6a until 6p, or until one army is broken. Players use a D12 Turn Clock.

## TABLETOP

The scenario requires a 6'x4' tabletop, representing the entire Antietam battlefield area. The tabletop should be set up according to the map below. All woods and streams are considered rough going. Antietam Creek may only be crossed at marked fords and bridges. Defending the "sunken lane" or a bridge/ford offers a +1 in close combat. The town of Sharpsburg offers a +1 cover bonus, but does not count as rough ground for movement. Other farmsteads have no terrain effect.

## DEPLOYMENT

The Union player deploys first, with all forces beginning on table, according to the tabletop map. The Confederate player deploys second, with reinforcements arriving anywhere within 6" of the marked entry point.

## SCENARIO NOTES

A command reshuffling on the eve of battle left the Army of the Potomac with awkward arrangements. Most notable was Ambrose Burnside, who was demoted from wing commander to the nominal general of the IX Corps, which already had another corps commander, General Cox. Confused yet? So was everyone in the IX Corps. For this scenario, Burnside is considered the corps commander and Cox's auxiliary role is ignored. Two Federal divisions—Humphreys and Couch—did not arrive until too late and are not part of this OOB. Average brigade strength was 1,100 men with artillery brigades representing 12-24 guns.

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## FEDERAL BRIEFING

The Army of the Potomac is fully assembled and has the rebels trapped with their backs to the river. Lee's strength is unknown but believed to be at least a match for our own. Our objective is the complete destruction of the rebel host.

Federal army Break Point is 16.

### REINFORCEMENT SCHEDULE

None

## CONFEDERATE BRIEFING

Our army is defending good ground, positioned on a low ridge above the meandering Antietam Creek. Additional reinforcements are expected to arrive from Harper's Ferry and our objective is to survive the day, buying time for an orderly withdraw.

Confederate army Break Point is 13.

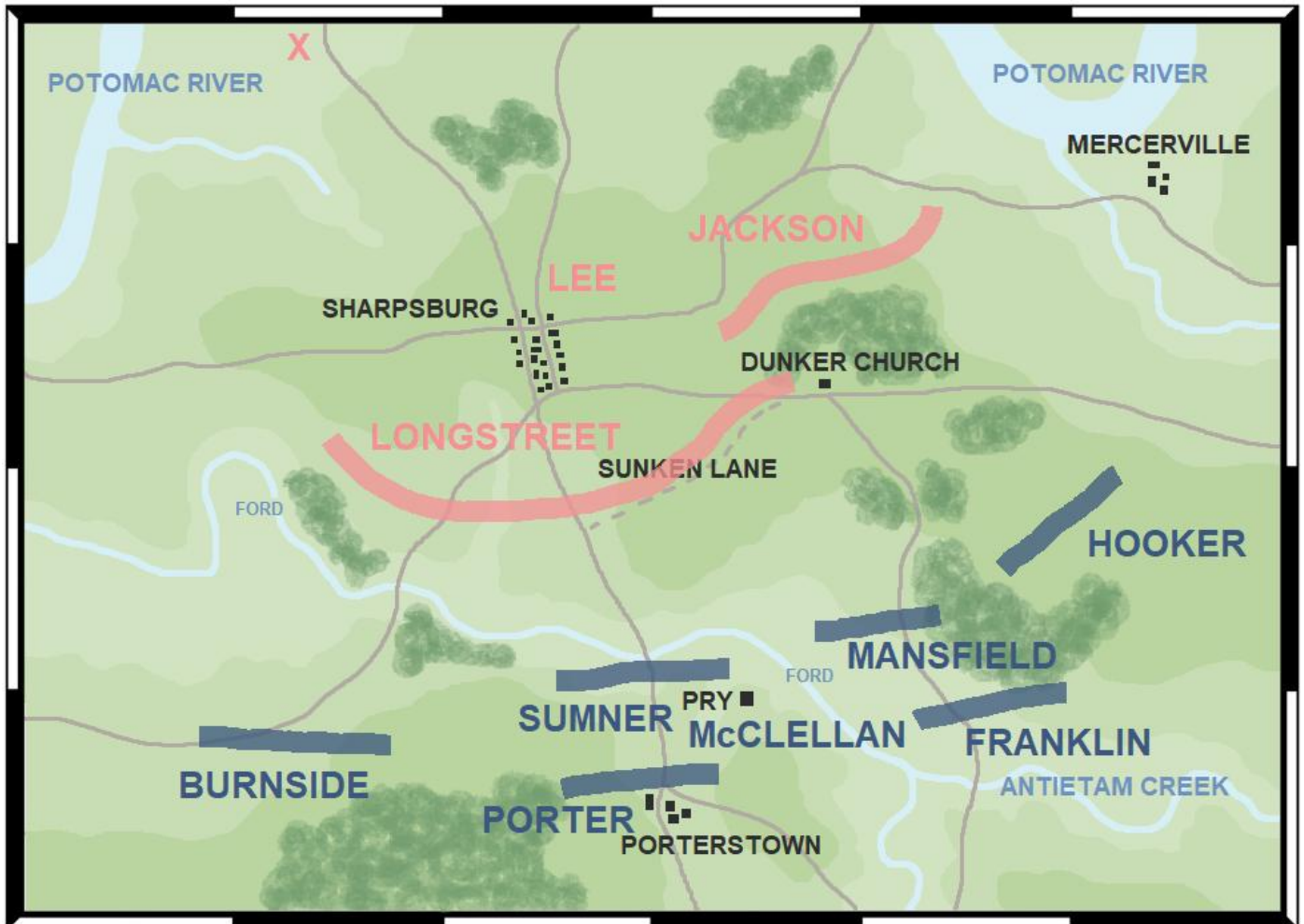
### REINFORCEMENT SCHEDULE

6:00am: McLaws' Division from X

7:00am: R.H. Anderson's Division X


3:00pm: A.P. Hill's Division from X

## MAP



# FEDERAL ORDER OF BATTLE

## The Army of the Potomac




**Maj. Gen. George McCLELLAN**

- ★ Cautious
- ★ Leads from the Rear

**20**

Pleasonton's Division	
Whiting (cav.)	-3
Farnsworth (cav.)	+0
Rush (cav.)	-2
McReynolds (cav.)	-2
Davis (cav.)	-2
Tidball (art.)	+0

### I CORPS



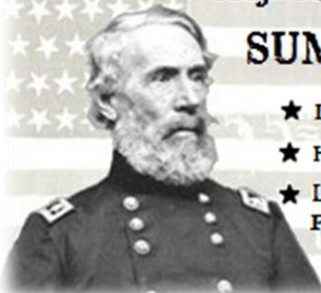
**Maj. Gen. Joseph HOOKER**

- ★ Energetic
- ★ Reckless Attacker

**7**

Doubleday's Division		Ricketts' Division		Meade's Division	
Phelps	-2	Duryea	+0	Seymour	+0
Hofman	-1	Christian	-2	Magilton	-1
Patrick	-1	Hartsuff	+1	Anderson	-2
Gibbon	+0	Matthews (art.)	+0	Simpson (art.)	+0
Monroe (art.)	+0				

### II CORPS




**Maj. Gen. Edwin SUMNER**

- ★ Inept
- ★ Hesitant
- ★ Leads from the Front

**?**

Richardson's Division		Sedgwick's Division		French's Division	
Caldwell	+1	Gorman	+2	Kimball	+2
Meagher	+1	Howard	+2	Morris	+1
Brooke	+0	Dana	+2	Andrews+2	
Pettit (art.)	+0	Tompkins (art.)	+0	Hazard (art.)	+0

### V CORPS



**Maj. Gen. Fitz John PORTER**

- ★ Unflappable

**0**

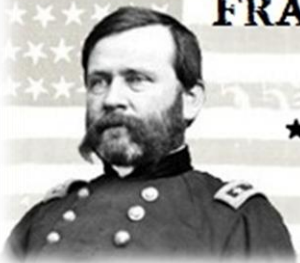
Morell's Division		Sykes' Division		[unattached]	
Barnes	+1	Buchanan	+2	Hays (art.)	+0
Griffin	+3	Lovell	+0		
Stockton+2		Warren	+0		
Martin (art.)	+0	Weed (art.)	+0		

# FEDERAL ORDER OF BATTLE

## The Army of the Potomac

[continued...]

### VI CORPS



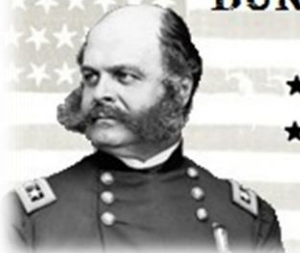
**Maj. Gen. William  
FRANKLIN**

★ Energetic

**3**

Slocum's Division		"Baldy" Smith's Division	
Torbert	+2	Hancock	+3
Bartlett	+1	Brooks	+2
Newton	+2	Irwin	+1
Upton (art.)	+0	Ayres (art.)	+0

### IX CORPS




**Maj. Gen. Ambrose  
BURNSIDE**

★ Inept  
★ Hesitant

**?**

Willcox's Division		Sturgis' Division	
Christ	+1	Nagle	+1
Welsh	+1	Ferrero	+2
Cook (art.)	+0	Durell (art.)	+0
Rodman's Division		Scammon's Division	
Fairchild	-1	Ewing	-1
Harland	+2	Crook	+2
		Edwards (art.)	+0

### XII CORPS



**Maj. Gen. Joseph  
MANSFIELD**

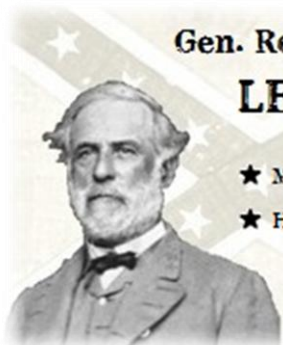
★ Inept  
★ Leads from the Front

**4**

Williams' Division		Greene's Division		[unattached]
Crawford	+3	Tyndale	+0	Best (art.) +0
Gordon	+2	Stainrock	-2	
		Goodrich	-1	

# CONFEDERATE ORDER OF BATTLE

## The Army of Northern Virginia



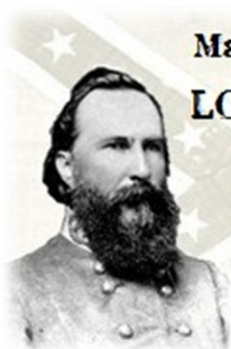
**Gen. Robert E.**  
**LEE**

- ★ Masterful
- ★ Hard Driving

**6**

Stuart's Division		[unattached]	
Hampton	+0	Cutts (art.)	+0
F. Lee	+1	Jones (art.)	+0
Munford	-1		
Pelham (art.)	+0		

### LONGSTREET'S CORPS



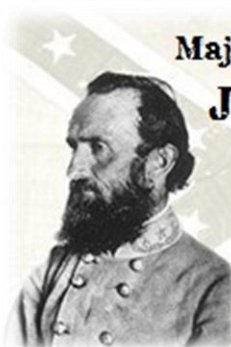
**Maj. Gen. James**  
**LONGSTREET**

- ★ Unflappable
- ★ Energetic

**15**

R.H. Anderson's Division		D.R. Jones' Division		McLaws' Division	
Armistead	-2	Kemper	-2	Semmes	-1
Wright	-1	Garnett	-1	Kershaw	-1
Cummings	-1	Toombs	-2	Barksdale	-1
Pryor	-1	Drayton	-2	Sanders	-3
Posey	-1	J.A. Walker	-1	Cabell (art.)	+0
Grimes (art.)	+0	G.T. Anderson	-1		
J.G. Walker's Division		Hood's Division		[unattached]	
Ransom	+2	Law	-1	Evans	+1
Manning	+3	Wofford	+0	Walton (art.)	+0
		Frobel (art.)	+0	Lee (art.)	+0

### JACKSON'S CORPS



**Maj. Gen. Thomas**  
**JACKSON**

- ★ Stalwart
- ★ Leads from the Front

**13**

Lawton's Division		D.H. Hill's Division		A.P. Hill's "Light" Division	
Early	+1	Rodes	+0	Gregg	+0
Hays	-2	GB Anderson	+1	Branch	-1
Douglass+1		McRay	-1	Brockenbrough	-2
JA Walker	-1	Colquitt	+1	Archer	-3
Courtney (art.)	+0	Ripley	+1	Pender	-1
		Pierson (art.)	+0	Walker (art.)	+0
J.R. Jones' Division					
Starke	+0				
Grigsby	-2				
Shumaker (art.)	+0				