

# Antietam Campaign

## Union Deployment Matrix Adapted to the Ullan Games map

Unit	Type	Scenario 1: South Mountain Sept 14, 1862	Scenario 2: Harper's Ferry Sept. 14, 1862	Scenario 3: Antietam Sept. 17, 1862	Scenario 4: Campaign
McClellan	supreme CO			N 2908	N 6116 9/14@Night2
Hooker	I corps CO	N 6110 9/14@2pm		N 1606	N 6110 9/14@2pm
Doubleday	I officer			N 1606	
Hatch	I officer	N 6110 9/14@2pm			N 6110 9/14@2pm
Phelps	infantry	N 6110 9/14@2pm		N 1508	N 6110 9/14@2pm
Doubleday	infantry	N 6110 9/14@2pm		N 1409	N 6110 9/14@2pm
Patrick	infantry	N 6110 9/14@2pm		N 1508	N 6110 9/14@2pm
Gibbon	infantry	N 6110 9/14@2pm		N 1509	N 6110 9/14@2pm
Hatch	artillery	N 6110 9/14@2pm		N 1606	N 6110 9/14@2pm
Ricketts	I officer	N 6110 9/14@2pm		N 2006	N 6110 9/14@2pm
Duryea	infantry	N 6110 9/14@2pm		N 2006	N 6110 9/14@2pm
Christian	infantry	N 6110 9/14@2pm		N 2107	N 6110 9/14@2pm
Hartsuff	infantry	N 6110 9/14@2pm		N 2007	N 6110 9/14@2pm
Ricketts	artillery	N 6110 9/14@2pm		N 2006	N 6110 9/14@2pm
Meade	I officer	N 6110 9/14@12pm		N 1607	N 6110 9/14@12pm
Seymour	infantry	N 6110 9/14@12pm		N 1709	N 6110 9/14@12pm
Magilton	infantry	N 6110 9/14@12pm		N 1608	N 6110 9/14@12pm
Gallagher	infantry	N 6110 9/14@12pm		N 1507	N 6110 9/14@12pm
Meade	artillery	N 6110 9/14@12pm		N 1607	N 6110 9/14@12pm
Sumner	II corps CO			N 2910	N 6116 9/14@Night2
Richardson	II officer			N 2611	N 6116 9/14@Night2
Caldwell	infantry			N 2612	N 6116 9/14@Night2
Meagher	infantry			N 2612	N 6116 9/14@Night2
Brooke	infantry			N 2611	N 6116 9/14@Night2
Richardson	artillery			N 2413	N 6116 9/14@Night2
Sedgwick	II officer			N 2709	N 6116 9/14@Night2
Gorman	infantry			N 2709	N 6116 9/14@Night2
Howard	infantry			N 2709	N 6116 9/14@Night2
Dana	infantry			N 2809	N 6116 9/14@Night2
Sedgwick	artillery			N 2809	N 6116 9/14@Night2
French	II officer			N 2711	N 6116 9/14@Night2
Kimball	infantry			N 2711	N 6116 9/14@Night2
Morris	infantry			N 2711	N 6116 9/14@Night2
Andrews	infantry			N 2710	N 6116 9/14@Night2
French	artillery			N 2811	N 6116 9/14@Night2
Couch	IV officer		S 6107 9/14@5pm	N 3009	S 6107 9/14@5pm
Devens	infantry		S 6107 9/14@5pm	N 3009	S 6107 9/14@5pm
Howe	infantry		S 6107 9/14@5pm	N 3009	S 6107 9/14@5pm
Cochrane	infantry		S 6107 9/14@5pm	N 3010	S 6107 9/14@5pm
Couch	artillery		S 6107 9/14@5pm	N 3010	S 6107 9/14@5pm
Porter	V corps CO			N 2716	N 6116 9/14@Night2
Morell	V officer			N 2716	N 6116 9/14@Night2
Barnes	infantry			N 2718	N 6116 9/14@Night2
Griffin	infantry			N 2716	N 6116 9/14@Night2
Stockton	infantry			N 2716	N 6116 9/14@Night2
Morell	artillery			N 2717	N 6116 9/14@Night2
1 US Sharp	sharpshooter	N 6110 9/14@2pm		N 2717	N 6110 9/14@2pm
Sykes	V officer			N 2416	N 6116 9/14@Night2
Buchanan	infantry			N 2416	N 6116 9/14@Night2
Lovell	infantry			N 2417	N 6116 9/14@Night2
Warren	infantry			N 2618	N 6116 9/14@Night2
Sykes	artillery			N 2618	N 6116 9/14@Night2
V Corps	artillery			N 2415	N 6116 9/14@Night2

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 N = North map  
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Unit	Type	Scenario 1: South Mountain Sept 14, 1862	Scenario 2: Harper's Ferry Sept. 14, 1862	Scenario 3: Antietam Sept. 17, 1862	Scenario 4: Campaign
Franklin	VI corps CO		*	N 3109	S 6107 9/14@10am
Slocum	VI officer		*	N 3109	S 6107 9/14@10am
Torbert	infantry		S 4904	N 3109	S 6107 9/14@10am
Bartlett	infantry		N 4933	N 3109	S 6107 9/14@10am
Newton	infantry		S 5101	N 3110	S 6107 9/14@10am
Slocum	artillery		N 5534	N 3110	S 6107 9/14@10am
Smith	VI officer			N 3209	S 6107 9/14@10am
Hancock	infantry		S 5107	N 3209	S 6107 9/14@10am
Brooks	infantry		S 5006	N 3209	S 6107 9/14@10am
Irwin	infantry		S 5309	N 3210	S 6107 9/14@10am
Smith	artillery		N 5734	N 3211	S 6107 9/14@10am
Reno	IX corps CO	N 6110 9/14@11am			N 6110 9/14@11am
Burnside	IX corps CO			N 2521	N 6116 9/14@Night2
Willcox	IX officer	N 6110 9/14@11am		N 2521	N 6110 9/14@11am
Christ	infantry	N 6110 9/14@11am		N 2521	N 6110 9/14@11am
Welsh	infantry	N 6110 9/14@11am		N 2520	N 6110 9/14@11am
Willcox	artillery	N 6110 9/14@11am		N 2622	N 6110 9/14@11am
Sturgis	IX officer	N 6110 9/14@12pm		N 2520	N 6110 9/14@12pm
Nagle	infantry	N 6110 9/14@12pm		N 2518	N 6110 9/14@12pm
Ferrero	infantry	N 6110 9/14@12pm		N 2520	N 6110 9/14@12pm
Sturgis	artillery	N 6110 9/14@12pm		N 2620	N 6110 9/14@12pm
Rodman	IX officer	N 6110 9/14@12pm		N 2421	N 6110 9/14@12pm
Fairchild	infantry	N 6110 9/14@12pm		N 2522	N 6110 9/14@12pm
Harland	infantry	N 6110 9/14@12pm		N 2421	N 6110 9/14@12pm
Rodman	artillery	N 6110 9/14@12pm		N 2621	N 6110 9/14@12pm
Cox	IX officer	*		N 2418	*
Scammon	infantry	N 5615		N 2418	N 5615
Crook	infantry	N 5616		N 2318	N 5616
Kanawha	artillery	N 5717		N 2419	N 5717
6 NY	cavalry	N 6110 9/14@11am		N 2319	N 6110 9/14@11am
IX Corps	artillery	N 6110 9/14@12pm		N 2419	N 6110 9/14@12pm
Mansfield	XII corps CO			N 2004	N 6116 9/14@Night2
Williams	XII officer			N 2004	N 6116 9/14@Night2
Crawford	infantry			N 2004	N 6116 9/14@Night2
Gordon	infantry			N 2003	N 6116 9/14@Night2
Greene	XII officer			N 2104	N 6116 9/14@Night2
Tyndale	infantry			N 2104	N 6116 9/14@Night2
Stainrook	infantry			N 2103	N 6116 9/14@Night2
Goodrich	infantry			N 2304	N 6116 9/14@Night2
XII Corps	artillery			N 2105	N 6116 9/14@Night2
Pleasanton	Cav officer	*		N 2806	*
Whiting	cavalry	N 6110		N 2806	N 6110
Farnsworth	cavalry	N 6109		N 2907	N 6109
Rush	cavalry		S 5106	N 2906	S 6107 9/14@10am
McReynolds	cavalry	N 6108		N 2906	N 6108
15 PA	cavalry	N 6111		N 3007	N 6111
Pleasanton	horse art	N 6111		N 3007	N 6111
Miles	HF officer		*		*
1 HF	infantry		S 1430		S 1430
2 HF	infantry		S 1229		S 1229
3 HF	infantry		S 1327		S 1327
4 HF	infantry		S 1425		S 1425
5 HF	infantry		S 1228		S 1228
6 HF	infantry		S 1928		S 1928
1 HF Cav	cavalry		S 1927		S 1927
2 HF Cav	cavalry		S 1927		S 1927
1 HF	artillery		S 1425		S 1425
2 HF	artillery		S 1228		S 1228

# Antietam Campaign

## Confederate Deployment Matrix Adapted to the Uhlan Games map














Unit	Type	Scenario 1: South Mountain Sept 14, 1862	Scenario 2: Harper's Ferry Sept. 14, 1862	Scenario 3: Antietam Sept. 17, 1862	Scenario 4: Campaign
Lee	supreme CO	N 4301 9/14@2pm		N 1319	N 4301 9/14@2pm
Longstreet	L corps CO	N 4301 9/14@11am		N 1319	N 4301 9/14@11am
McLaws	L officer		*	N 1319	*
Kershaw	infantry		S 2524	N 1419	S 2524
Semmes	infantry		S 4101	N 1319	S 4101
Cobb	infantry		N 4434	[N 1319]	N 4434
Barksdale	infantry		S 2425	N 1419	S 2425
McLaws a	artillery		S 2423	N 1320	S 2423
McLaws b	artillery		S 4508	N 1320	S 4508
Anderson	L officer		*	N 1518	*
Wilcox	infantry		S 1724	N 1518	S 1724
Armistead	infantry		S 2125	N 1415	S 2125
Mahone	infantry		S 4801	N 1518	S 4801
Pryor	infantry		S 3620	N 1415	S 3620
Featherston	infantry		S 2926	N 1517	S 2926
Wright	infantry		S 3619	N 1517	S 3619
Anderson	artillery		S 3024	N 1416	S 3024
DR Jones	L officer	N 4301 9/14@11am		N 1818	N 4301 9/14@11am
Toombs	infantry			N 2119	
Drayton	infantry	N 4301 9/14@11am		[N 1721]	N 4301 9/14@11am
Kemper	infantry	N 4301 9/14@2pm		N 1722	N 4301 9/14@2pm
Anderson	infantry	N 4301 9/14@11am		N 1818	N 4301 9/14@11am
Pickett	infantry	N 4301 9/14@2pm		N 1720	N 4301 9/14@2pm
Jenkins	infantry	N 4301 9/14@2pm		N 1719	N 4301 9/14@2pm
DR Jones	artillery	N 4301 9/14@2pm		N 1818	N 4301 9/14@2pm
Walker	L officer		*	N 1824	*
Walker	infantry		S 1634	N 1824	S 1634
Ransom	infantry		S 1634	N 1824	S 1634
Walker	artillery		S 1634	N 1823	S 1634
Hood	L officer	N 4301 9/14@10am		N 1712	N 4301 9/14@10am
Hood	infantry	N 4301 9/14@10am		N 1712	N 4301 9/14@10am
Law	infantry	N 4301 9/14@10am		N 1712	N 4301 9/14@10am
Evans	infantry	N 4301 9/14@2pm		N 1817	N 4301 9/14@2pm
Hood	artillery	N 4301 9/14@2pm		N 1612	N 4301 9/14@2pm
WANO	L artillery			N 1817	N 4301 9/14@Night1
SD Lee	L artillery			N 1612	N 4301 9/14@Night1
Jackson	J corps CO		*	N 1613	*
Lawton	J officer		*	N 1613	*
Lawton	infantry		S 0528	N 1613	S 0528
Trimble	infantry		S 0032	N 1613	S 0032
Early	infantry		S 0231	N 1412	S 0231
Hayes	infantry		S 0132	N 1412	S 0132
Lawton	artillery		S 0132	N 1614	S 0132
AP Hill	J officer		*	N 0434 9/14@2pm	*
Branch	infantry		S 0132 @ 8am	N 0434 9/14@2pm	S 0132 @ 8am
Archer	infantry		S 0132 @ 8am	N 0434 9/14@2pm	S 0132 @ 8am

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Pender	infantry		S 0132 @ 8am	N 0434 9/14@2pm	S 0132 @ 8am
Gregg	infantry		S 0132 @ 8am	N 0434 9/14@2pm	S 0132 @ 8am
Field	infantry		S 0132 @ 8am	N 0434 9/14@2pm	S 0132 @ 8am
Thomas	infantry		S 0132 @ 8am		S 0132 @ 8am
AP Hill	artillery		S 0132 @ 8am	N 0434 9/14@2pm	S 0132 @ 8am
J R Jones	J officer		*	N 1610	*
Grigsby	infantry		S 1022	N 1610	S 1022
Jones	infantry		S 1123	N 1610	S 1123
Taliaferro	infantry		S 0121 @ 12pm	N 1611	S 0121 @ 12pm
Starke	infantry		S 1222	N 1512	S 1222
J Jones	artillery		S 1022	N 1611	S 1022
DH Hill	J officer	*		N 1714	*
Ripley	infantry	N 4301 9/14@9am		N 1714	N 4301 9/14@9am
Garland	infantry	N 5312		N 2014	N 5312
Rodes	infantry	N 4301 9/14@9am		[N 2017]	N 4301 9/14@9am
Anderson	infantry	N 5310		N 2018	N 5310
Colquitt	infantry	N 5408		N 1914	N 5408
DH Hill	artillery	N 5408		N 1714	N 5408
Pendleton	J officer			N 1716	N 4301 9/14@Night1
Brown	artillery			N 2121	N 4301 9/14@Night1
Cutts	artillery	N 5409		N 2121	N 5409
Jones	artillery			N 1716	N 4301 9/14@Night1
Nelson	artillery			N 1717	N 4301 9/14@Night1
Pendleton	artillery			N 1716	N 4301 9/14@Night1
Stuart	C officer	*		N 1011	
Hampton	cavalry	N5413	S 3526	N 1113	S 3526
F Lee	cavalry	N5414		N 0911	N5414
Robertson a	cavalry	N5114		N 1825	N5114
Robertson b	cavalry		S 4901	N 1825	S 4901
Stuart-horse artillery		N5314		N 1011	N5314



# Terrain Effects Chart

Type	M.P. Cost	Combat Effects
 Clear	1 MP	None
 Town (town hexes are shaded)	1 MP	Blocks LOS; one odds shift left
 Stream hexside	+2 MP	Units attacking across halved
 Creek hexside	Prohibited	Artillery only
 Bridge hexside	+1 MP	Attacker (except non-adjacent artillery) is halved
 River hexside	Prohibited	Artillery only
 Ford hexside (anywhere a road crosses water is a ford unless a bridge is shown)	+2 MP	Attacker (except non-adjacent artillery) is halved
 Dam hex	1 MP	Two odds shift right; ignore effects of bridge hexside
 Ford hex	1 MP	One odds shift right; ignore effects of water hex or hexside
 Turnpike/ Road/Railroad	1 MP	Per other terrain
 Contour	+1 MP Inf +2 Art/Cav (per level, up or down)*	Attacker is halved when attacking a higher level.
 Woods	2 MP	Blocks LOS, one odds shift left cav and art prohibited
 Entrenchment/ Sunken Road	+0 MP	Units attacking across Entrenchment hexside or into Sunken Road hex are halved.

\* Elevation changes cost infantry 1 MP and cavalry and artillery 2 MP per level going up, or down hill, plus the cost of the terrain in the hex. If the unit doesn't have sufficient MP to cross the hexside, it cannot make the move.