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1.0 Overview

[For a summary of the events leading up to the battle of Antietam, see p.63 in the Players Guide]

The morning of September 17th came with a low mist covering the farms and woods surrounding the little town of Sharpsburg, Maryland. As the sun rose that morning, 125,000 officers and common soldiers were preparing to fight and die in those woods and across those farms. Before nightfall some 25,000 of them would be dead or wounded.

Robert E. Lee had extended his Confederate army of 26,000 in a thin defensive line from the Nicodemus Farm north of the West Woods, through the East Woods, south to the sunken road, along the ridge that bisected the Boonsboro Pike near the Middle Bridge, across the Boonsboro Pike, then along Antietam Creek south along the high ridge to cover the Lower (Burnside's) Bridge, and on to Snavely's Ford due south of the town. Lee had given Thomas "Stonewall" Jackson command of the defenses along the West and East Woods. D. H. Hill was to defend the middle of the field, along the sunken road. Longstreet had been given the task of defending the Boonsboro Pike and the southern approaches to Sharpsburg, including the Lower Bridge. Lee expected the divisions of McLaws and R. H. Anderson to arrive shortly after dawn. Lee also hoped that A. P. Hill, 17 miles away at Harpers Ferry, could arrive by nightfall. All told, Lee could hope to muster 40,000 men on the battlefield that day, including stragglers. His only advantage was that almost all of them were battle-hardened veterans.

George McClellan had over 85,000 Federal troops west of Sharpsburg that morning, but many of them were inexperienced, having been in the army for only a month or so. McClellan also mistakenly estimated that his opponent had over 100,000 men in the field. Nevertheless, McClellan prepared to attack. During the afternoon and evening of September 16th, he sent Joseph Hooker's I Corps and Joseph Mansfield's XII Corps across the creek to the north and into position along the Hagerstown Pike, North Woods and East Woods. Edwin Sumner's II Corps would cross the creek shortly after the battle commenced at the same ford, and follow Hooker and Mansfield into the attack. This would be McClellan's primary point of attack. In the center, McClellan would hold Fitz John Porter's V Corps and Alfred Pleasonton's Cavalry Corps in general reserve, to be used as needed. The VI Corps, under William Franklin, was moving up from Crampton's Gap, and was expected to arrive about noon. The IX Corps, under Ambrose Burnside, had been given the task of taking the Lower Bridge and capturing the town. This would, in effect, trap Lee's Army before it could escape back across the Potomac River into Virginia.

As the sun rose that morning and the mist burned away, rifle and cannon fire began to blanket the field. To the north, Hooker led his I Corps through the North Woods and down the Hagerstown Pike to the West Woods. His goal was the Dunker Church, 1,000 yards to the south. Jackson's men took heavy losses in the woods and the cornfield at first, but quickly and viciously counterattacked. Hooker's troops were veterans, but the Rebels' musket fire was deadly, and was supported by J. E. B. Stuart's horse artillery pounding the Union advance from the safety of the Nicodemus Heights west of the pike. I Corps was forced back to the protection of the North Woods with heavy losses.

After the first wave of attacks, Mansfield led his XII Corps onto the field through the East Woods. He was a new field commander, having just arrived from a desk in Washington. He tried to lead his mixture of veterans and green troops onto the field in column formations. The veterans would not have it, however, and quickly formed into battle lines. It did not matter much to Mansfield. Before he could even begin to lead the attack he was mortally wounded in the East Woods. Now leaderless, XII Corps surged through the East Woods and across the Cornfield. The rebels were pushed back once again to the Hagerstown Pike and West Woods. Soon Lee began to send what reinforcements he could to Jackson, who once again launched a counterattack. Some units of XII Corps reached the West Woods and managed to hold on against the scattered Confederate regiments, but the rest of the Union assault sputtered and died. Most of the XII Corps was forced to retreat. Some of the green Union regiments were larger than entire Confederate brigades, but many of these new units broke as soon as they came under fire.

The third and final assault on this part of the field was led by Sumner. John Sedgwick's division of Sumner's II Corps advanced west out of the East Woods and across the Cornfield and plowed fields toward the Dunker Church. Some of the XII Corps men still held on there. Sedgwick's men, led by Sumner, marched resolutely into the West Woods in parade-ground style, scattering the rebels before them. However, McLaws' and Anderson's divisions had arrived that morning, and Lee sent them to Jackson. They hit Sedgwick's Federals on their "open" left flank, as well as from front and rear, quickly causing a terrible rout. The Union soldiers did not know which way to attack or retreat. The remnants of II and XII Corps came streaming out of the West Woods, the men retreating to the protection of the East Woods. There they remained, covered by the deadly Union artillery. As far as these men were concerned, the fight was over. Aside from sporadic rifle fire and artillery duels, the first phase of the battle ended.

As this part came to a close, the second began. William French's division of Sumner's II Corps advanced to attack the West Woods; but instead of marching west, he turned south. French's men moved across the Roulette Farm, and as they came over a low rise they found the Confederates lying in wait along a sunken farm road. The resulting fight was incredibly brutal. Wave after wave of Union troops attempted to take the "Bloody Lane" from D. H. Hill's North Carolinians and Alabamians. The Union Irish Brigade was shot to pieces, though it still managed to deal out horrible punishment at point blank range to the Rebels in the sunken road. Success came only after Robert O'Neal's 5th Alabama misunderstood an order and retreated from the lane, leaving a hole in the center of the Confederate line. The rest of Hill's men were quickly forced to retreat by the Union troops who were now able to flank and fire down the North Carolinians' line.

Hill's men retreated into the orchard on the Piper farm south of the Bloody Lane. The Union soldiers attempted to continue the assault, but were beaten back by the Confederates' obstinate defense in the orchard and along the Hagerstown Pike. At one point D. H. Hill led a ragtag counterattack that helped to stall the Union attack. General Longstreet and his staff also assisted by manning a cannon that was under-crewed due to the heavy losses taken by the rebel artillery. French and Sumner finally pulled back, content to hold the lane. With this, the second phase of the battle came to an end.

By mid-afternoon, Burnside's IX Corps was supposed to be in Sharpsburg, blocking Lee's retreat. Instead, it was still trying to capture the Lower Bridge. Robert Toombs' Georgians were spread

very thinly to defend the bridge, but were greatly aided by the excellent defensive terrain. The high bluff overlooking the bridge was heavily wooded and had been used as a quarry at one time. This allowed for many well-protected rifle pits and sniper positions in trees. As a result, Burnside's men had taken many more casualties than they had expected, and had gotten cold feet.

Finally, Burnside passed the challenge to brigade commander Edward Ferrero, whose 51st New York and 51st Pennsylvania regiments thereupon assaulted the bridge. Ferrero's men finally carried the bridge and drove Toombs' men back toward Sharpsburg. Burnside quickly began sending his men across the bridge under accurate Confederate artillery fire. Once across, the advance halted for nearly two hours as the Federals regrouped and requisitioned supplies. It was not until after 3 pm that the advance resumed, much to McClellan's dismay. Once underway, however, they advanced rapidly across the farms and fields above the bridge. The Confederate defense was obstinate but their lines were sparsely manned, sometimes by regiments consisting of less than 25 men! The Confederates gradually gave way in the face of the superior Union numbers. Burnside's men had advanced as far as the outskirts of the town, when suddenly General A. P. Hill's division smashed into their left flank. Hill's troops had marched 17 miles from Harpers Ferry since setting out around 7 am, and they went over to the attack without pause when they reached the battlefield. The Union advance was stopped dead in its tracks. Before Burnside's corps could recover, night fell, and the battle of Antietam came to an end.

From South Mountain to Antietam, Lee's army had suffered 13,609 killed and wounded. Even with such losses, however, he waited throughout the night and next day before retreating, when McClellan showed no signs of renewing the attack. Lee returned to Virginia via the Potomac River ford at Sheperdstown, despite a minor attempt by McClellan to stop him. A week later, near Martinsburg, Virginia, enough stragglers had returned to the army to bring Lee's strength back to about 36,000 men. He and his army had survived what should have been a disaster.

During the fighting from South Mountain to Antietam, McClellan's forces had lost nearly 15,000 killed and wounded. He himself felt that he had delivered a hard blow to a numerically superior Confederate army and driven it back across the Potomac out of Maryland. The battle was a victory of sorts for the Union, but a better Union commander might have destroyed Lee's army and ended the war. Washington seemed to feel that way, for soon after the battle Lincoln again removed McClellan from command, this time permanently. Command of the army was given to Ambrose Burnside.

September 17, 1862, stands even today as the bloodiest day in American history.

2.0 Map Notes

Since the Antietam map is larger in the North-to-South dimension, it is oriented with West to the top of the display to take advantage of the dimensions of the typical computer screen.

Most map data was gleaned from the Carmen-Cope map of 1899, James D. Bowlby's 1963 map, and the 1993 McElfresh map. Elevation details were adapted from modern U. S. Geological Survey maps.

The Antietam field of battle consists largely of rolling farmland, interspersed with patches of woods and cut by ravines leading down to the meandering Antietam Creek. It was on the high ground to the west of this creek that Robert E. Lee decided to establish his defenses.

To the north of Sharpsburg lay three clumps of woods, which would later come to be known as the North Woods, the East Woods and the West Woods. They formed a rough horseshoe shape, with the open end to the south. The North Woods topped the horseshoe across the Miller and Nicodemus farms. The West Woods ran along and to the west of the Hagerstown Pike, which headed northwards from Sharpsburg. The East Woods were separated from the West Woods by the pike, some plowed fields and a large cornfield, ready for harvest, on the grounds of the Miller Farm. On the eastern side of the West Woods, near its southern edge, sat a small simple white stone building known as the Dunker Church.

To the south of these woods ran a small farm lane that years of erosion had turned into a sunken road. It ran east from the Hagerstown Pike, then turned southeast and continued on to the Boonsboro Pike. The Boonsboro Pike ran east to west and crossed Antietam Creek at what would come to be known as the Middle Bridge. To the south of the Middle Bridge, the Rohrbach Bridge crossed the creek. This bridge, which would later be known as Burnside's Bridge, crossed the creek under a high, tree-covered bluff extending from a low ridge that divided the ground between Sharpsburg and Antietam Creek. The ridge ran parallel to the creek from the East Woods, then gradually neared the creek until the two met near Burnside's Bridge.

Fortunately, most of the original battle site around Sharpsburg, Maryland, is well preserved as part of the Antietam National Battlefield. While some of the terrain has changed (e.g., the North Woods no longer exists), other parts are remarkably similar to the way they were in 1862.

3.0 Notes on the Forces

As usual, the Confederate batteries were of mixed composition, containing in most instances, more than one type of cannon. But instead of breaking each battery down into sections or individual cannons, an average weapon type has been assigned to each battery so that the overall composition comes out more or less historical.

The strengths of most of the Union and Confederate units is known fairly accurately, though the strengths of a few regiments had to be estimated from known brigades strengths and deductive research.

The rifled musket was the predominant infantry weapon in both armies, though many regiments, and sometimes whole brigades (notably the Irish Brigade) were still equipped with the less accurate smoothbore musket. While this latter weapon could not shoot as far as its rifled companion, it was frequently deadlier at close range, especially when loaded with "buck and ball", which would give a blast similar to that of a shotgun.

4.0 Confederate Notes

"The Battle of Antietam" scenario opens at 5 a.m. with the Confederates spread from Nicodemus Heights on their left to the banks of the Antietam Creek, west of the Rohrbach (or Lower) Bridge, on the Confederate right. The only area with Rebels in any real strength is in the West Woods - exactly the spot where the initial Union attack is expected. (This foresight was due to Lee's guessing correctly that McClellan intended to open the attack on this flank. On the previous evening the Federal I Corps had made no attempt to hide its presence in and around the North and East Woods.) In further preparation, Lee has sent off urgent pleas for McLaws and A.P. Hill to hurry their divisions toward Sharpsburg. Even after these forces arrive, however, the Confederates will be considerably outnumbered.

As the Confederate player, despite being outnumbered, you should consider the historical precedent of counterattacking quickly and sharply, whenever and wherever feasible. The Union army, while numerically superior, is qualitatively inferior. Plan on sending your high-quality, veteran brigades on brisk counterstrokes. Try to catch the Union units off guard, hopefully causing some havoc. It may buy you the precious time you need until your reinforcements appear.

As reinforcements arrive, dispatch them quickly to wherever they're most needed. However, endeavor to keep a few brigades in reserve for an emergency. If every unit is on the front line, you'll have none available to reinforce a threatened sector or to plug a breakthrough.

5.0 Union Notes

In "The Battle of Antietam" scenario, the dawn of September 17th finds Hooker's lone I Corps ready to open the assault from the Union right flank, with the Dunker Church its initial objective. The advance by I Corps will be supported by Manfield's XII and Sumner's II Corps - once they are released and are able to arrive. In the meantime, Hooker's men must carry the initial burden of attack. Be forewarned: the Confederates are arrayed in quantity in and around the West Woods, in anticipation of an attack in this sector.

Until these additional corps arrive, the Union player should probably concentrate his assault on a specific area of the Confederate line. As the day progresses, more units will become available, and some reinforcements will arrive (a portion of Franklin's VI Corps from Pleasant Valley is expected).

Keep in mind that some Union regiments, while frequently containing more men than an entire Rebel brigade, are less experienced (and thus more prone to routing). Also, don't make one of the mistakes McClellan made and telegraph your intentions prematurely. The longer you can keep the Confederate player guessing as to where you intend to attack, the longer it will take him to react.

6.0 Chronological Order

September 17, 1862

- 5:30 AM Hooker's I Corps begins to move toward Dunker Church
- 6:00 AM Lawton repulses Duryea's Brigade, and counterattacks in the Cornfield
Phelps' Brigade and the Iron Brigade push south into the Cornfield
Federal artillery takes up positions north of the Cornfield
McLaws' command begins arriving from Harpers Ferry
Early's Brigade moves toward Nicodemus Heights to support Stuart's guns
- 6:30 AM Hays' Louisiana Tigers counterattack into the Cornfield
Ripley's Brigade halts Christian's Brigade south of the East Woods
Hartsuff's Brigade comes to the aid of Gibbon and Phelps
Walker's Division dispatched from Lee's right to reinforce Jackson
- 7:00 AM Hood's Division counterattacks north and east through the Cornfield and East Woods
Meade's Pennsylvania Reserves repulse Hood's attack
- 7:30 AM Mansfield's XII Corps begins to arrive on the field
Crawford's Brigade pushes into the East Woods
Gordon's Brigade aligns itself along the northern edge of the Cornfield
Sumner's II Corps begins fording Antietam Creek north of the Middle Bridge
Ripley's Brigade attacks northward through the Cornfield
- 8:00 AM Colquitt's Brigade attacks through the Cornfield, but is repulsed by Tyndale's, Crawford's and Gordon's brigades
McLaw's Division sent to Jackson's aid
- 8:30 AM Sedgwick's Division of II Corps begins forming in the East Woods
The 125th Pennsylvania clears the East Woods of Confederates
- 9:00 AM Sedgwick's Division penetrates the West Woods
French's Division of II Corps forms for an attack on the Sunken Road
First Federal attempt to take the Lower Bridge by two companies of 11th Ohio
- 9:30 AM McLaws' & Walker's Divisions rout Sedgwick from the West Woods
Kershaw's Brigade clashes with Tyndale's and Stainrook's Brigades east of Dunker Church
Greene's Union division takes Dunker Church
French's Division is repulsed at the Sunken Road
R.H. Anderson's Division arrives to reinforce the Sunken Road line
- 10:00 AM Richardson's Division assaults the Sunken Road
11th Connecticut suffers heavily in second attempt to take the Lower Bridge
- 10:30 AM Irish Brigade stubbornly continues assault on the Sunken Road
Nagle's Brigade is repulsed at the Lower Bridge
- 11:00 AM Franklin's VI Corps begins moving across Antietam Creek
- 12:00 N Irwin's and Hancock's Brigades of VI Corps take up defensive positions in the East Woods
- 12:30 PM Confederate position along the Sunken Road collapses

Cobb's Brigade and elements of Manning's Brigade counterattack toward Mumma's Farm

51st New York and 51st Pennsylvania (Ferrero's brigade) get across "Burnside's Bridge"

Horse artillery and cavalry units cross the Middle Bridge and clash with Evans' Brigade

1:00 PM Rodman's Division begins crossing at Snavely's Ford

Federal IX corps pressures D.R. Jones' Division southwest of Sharpsburg

2:00 PM A.P.Hill's Division begins crossing the Potomac at Boteler's Ford

4:00 PM A.P.Hill's Division arrives and counterattacks into the "40 Acre Cornfield"

4:30 PM Federal XI Corps' attack thwarted

5:00 PM 7th Maine stages last, futile charge west of Piper's Orchard

7.0 Weapon Descriptions

Code	Description
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B	Sharps .52-caliber Breechloading Rifle.
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The Sharps breechloading rifle had a barrel length of 30 or 36 inches and the Sharps disc priming device. The "disc primer" held a column of copper priming caps; when the hammer fell, it pushed a primer cap onto the nipple and fired it. When the hammer was re-cocked, another cap was automatically positioned for the next shot. With its disc primer and breechloading mechanism, the Sharps rifle became a very formidable weapon. It was very reliable under adverse conditions and could fire at a very high rate. Total production for the U.S. Government reached 9500.

C	Sharps & Burnside Carbine.
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The Union cavalry was armed with carbines, the majority of which were the Sharps .52-caliber and the Burnside.

The Sharps carbine was a breechloader with the Sharps disc priming device. It was a .52-caliber single shot weapon with a 21.25-inch barrel. The trooper would lower the trigger guard, which enabled the breech block to drop, thus opening the chamber to allow the insertion of a linen cartridge. Closing the chamber would cause the end of the cartridge to be cut, exposing the powder. The "disc primer" held a column of copper priming caps; when the hammer fell, it pushed the cap onto the nipple and fired it. When the hammer was re-cocked, another primer cap was automatically positioned for the next shot. The Sharps carbine was very reliable, and over 115,000 were made.

The Burnside carbine, designed by Union Major-General Ambrose E. Burnside, was one of the most widely used carbines of the war. It was a .54-caliber, single-shot weapon that used a special brass cartridge of Burnside's invention. The brass case contained a charge of black powder with a hole in the base which was exposed to the flame produced by the percussion cap. The case also provided a seal at the joint between the barrel and breech block, preventing the disagreeable blast of hot gas produced by other carbines. Burnside's carbine was a great success, and more than 55,000 were manufactured.

H	12-pounder Howitzer
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The 1841 pattern 12-pounder field howitzer was a smoothbore, muzzle-loading howitzer with a caliber of 4.62 inches. In 1862 it was replaced by the Napoleon in the Union Army, but was retained in the Confederate Army for want of anything better. It could fire a 12-lb. shell effectively to a range of 1072 yards, and a spherical case to a maximum range of 1050 yards.

L	6-pounder Smoothbore
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The 6-pounder was a muzzle-loading smoothbore cannon with a bore

diameter of 3.67 inches. Early battlefield experience demonstrated that it was relatively ineffective, and it was quickly superseded by larger guns, some of which were also rifled. In the game, the 6-pounder represents many different types and models with similar characteristics.

M Smoothbore Musket

By the middle of the Civil War, the Smoothbore Musket had been replaced almost entirely by the rifled musket. Even though the smoothbore could be loaded faster, it was accurate only out to about 100 yards. Some still even had flintlocks, which made them identical to those used during the War of Independence.

N 12-pounder Napoleon

The most common field gun in the arsenal of both sides during the Civil War was the 12-pounder Napoleon. From the Napoleonic Wars to around 1850, artillery batteries had a mixture of cannons, usually half field guns and half howitzers, so as to be able to fire explosive shells and solid shot. The Napoleon was a smoothbore, muzzle-loading fieldpiece with a caliber of 4.62 inches, developed under the auspices of Napoleon III, and designed to provide an alternative to the need for mixed types of artillery in batteries. It could fire solid shot against masses of troops 600 to 2,000 yards away, and spherical case shot was used at ranges of 500 to 1,500 yards. A 12-lb. shell could be fired from 300 to 1,500 yards, but was less effective at the lower end of its range. Canister, which emitted a "spray" of golf-ball size projectiles, could be fired effectively vs massed enemy troops at 500 yards or less. The Napoleon's higher rate of fire complemented the rifled field gun's greater accuracy at long range.

P Pistol

The Colt Army Model 1860 was the most widely used revolver of the War. It was a streamlined .44-caliber, single-action weapon. Between 1861 and 1863 over 107,000 revolvers were furnished to the War Department of the United States. In November of 1861, Remington won a contract and began furnishing the Remington New Model Army .44 Revolver.

The Colt 1851 Navy Revolver, also called the Old Model Belt Pistol, was the best known of the Colt revolvers. It was a .36-caliber, single-action piece with an octagonal barrel 7.5 inches long, and weighed only two pounds, ten ounces. It remained more popular in the South and was the prototype of practically all Confederate-made revolvers. Over 200,000 were used during the war.

The Starr Army Percussion Revolver was the third most popular revolver of the war. It was a .44-caliber, six-shot, double-action weapon. (Double-action meant that when the trigger was squeezed the hammer rose and fell while the cylinder rotated simultaneously, as opposed to single-action which required that the hammer be cocked manually before the trigger could be pulled.) The Starr weighed almost 3 pounds and was 12

inches long. It fired a self-consuming, combustible cartridge, and could also be loaded with loose powder and ball. Over 50,000 were furnished during the war.

The Confederacy had no standard pistol per se, but captured Colts and Colt copies made in the South were the revolvers its men used most commonly. In addition, it acquired several types of Europeans revolvers, the most popular being the Adams .49-caliber Dragoon, the Tranter .44 revolver, the Lefauchaux 11-mm pinfire revolver, and the Le Mat. Almost all Confederate-made revolvers were imitations of the .36-caliber Colt 1851 Navy, of which less than 12,000 were made.

R Rifle

Although a great variety of small arms saw use during the war, the principal weapon on both sides was the .58-caliber Springfield Rifle Musket. The North supplemented its arsenal as well with the .577-caliber Enfield 1853-Pattern Rifle Musket. Over 3,500,000 rifles were purchased by the North and South.

The .58-caliber Springfield rifle musket had a barrel 40 inches long and an automatic priming device called the Maynard Tape Primer System. The latter worked like a child's roll-cap pistol, with a paper tape containing fulminate patches that were fed over the nipple by the action of the hammer. The only problem with the system was that if the paper became damp it often failed to work. The rifle fired a minie ball - a lead bullet that expanded to fit the rifling so the bullet would spin.

S Repeating Rifle or Carbine

The Spencer Repeating Carbine fired a .52-caliber copper rimfire bullet. Because the bullet contained its own primer encased in copper, it was much more reliable than ignition systems that required primer caps or tapes. The magazine could hold seven rounds and was loaded through the center of the buttstock. Ten magazines could be carried in a special box, giving the soldier seventy rounds of readily available ammunition. The carbine had a total length of 39 inches and weighed 8.25 pounds. Because the bullet contained only 45 grains of black powder, the gun lacked range and muzzle power.

T Rifled Cannon

The majority of rifled cannons in Civil War artillery batteries were the 10-pounder Parrott Gun and the 3-inch Ordnance Rifle. The main function of these guns was to fire at the enemy beyond the shorter range of the howitzers.

The 10-pounder Parrott was a muzzle-loading, rifled gun with a bore of 2.9 inches. It resembled the Napoleon in appearance, save for its black barrel with tell-tell heavy iron reinforcing bands around the breech. Despite its reinforced breech, the Parrott developed a reputation for bursting just ahead of the breech-bands after lengthy use. Its 2,000-yard range made it useful for counter-battery fire. Although the Parrott was rifled, it could still fire canister

at charging infantry.

The 3-inch Ordnance Rifle was made of heavy wrought iron and had a better reputation for dependability than the Parrott. A disadvantage of the Ordnance Rifle was its weight, which made it more difficult to move in soft ground or bad weather.

W 12-pounder Whitworth

The 12-pounder Whitworth was an English breechloading, rifled cannon. The bore was hexagonal in cross-section, and the projectile was a long bolt with twisting surfaces that conformed to the rifling. It had a caliber of 2.75 inches. Although an explosive shell was made for it, the shape of the projectile did not permit a sufficient amount of powder to make it effective. Therefore, solid shot was the principal ammunition. At an elevation of 5 degrees it had a range of 2,800 yards, and at 35 degrees its maximum range was 10,000 yards. Very few of these guns were used by either side, though the South used them more than the North.

8.0 Arrival Schedule

Each arrival is assigned an entry hex, and an arrival date and time. In addition, each is assigned a [protected distance](#) value which is shown in the column entitled **Prot** in the schedules; see 8.1 Arrival. If this value is other than zero, it indicates that the arrival is "protected". In a protected arrival, the appearance of friendly units in the arrival hex automatically causes all enemy units in that hex to be eliminated and all enemy units within the given number of hexes (i.e., the protected distance) of that hex to become routed. The purpose of this rule is to prevent "crowding" of the arrival hex by enemy units trying to take advantage of the limited movement capabilities near the map edge. A protected distance value of zero means that it is possible for enemy units to prevent the arrival of friendly units by occupying their arrival hex.

The name of the first unit in each arrival group is given in the 8.1 schedule. An arrival group comprising more than one unit is indicated by three dots (...).

8.1 Arrivals

Date	Side	Hex	Prot	Name
06:00	09/17/1862	Rebel (0,12)	5	Maj. Gen. Lafayette McLaws, ...
06:00	09/17/1862	Rebel (0,12)	5	Lt. Col. C.C. Sanders, ...
06:00	09/17/1862	Rebel (0,12)	5	Brig. Gen. Paul J. Semmes, ...
06:20	09/17/1862	Rebel (0,12)	5	Brig. Gen. Wm. Barksdale, ...
06:20	09/17/1862	Rebel (0,12)	5	Manley's Battery, ...
06:20	09/17/1862	Rebel (0,12)	0	Supply Wagon
06:40	09/17/1862	Rebel (0,12)	5	Maj. Gen. Richard H. Anderson, ...
06:40	09/17/1862	Rebel (0,12)	5	Col. Carnot Posey, ...
06:40	09/17/1862	Rebel (0,12)	5	Brig. Gen. Lewis A. Armistead, ...
06:40	09/17/1862	Rebel (0,12)	5	Brig. Gen. Roger Pryor, ...
07:00	09/17/1862	Rebel (0,12)	5	Col. Wm.A. Parham, ...
07:00	09/17/1862	Rebel (0,12)	5	Brig. Gen. A.R. Wright, ...
07:20	09/17/1862	Rebel (0,12)	0	Donaldsonville Arty, ...
07:20	09/17/1862	Rebel (0,12)	0	Supply Wagon
07:20	09/17/1862	Rebel (0,12)	5	Brig. Gen. Wade Hampton, ...
09:20	09/17/1862	Union (54,52)	0	Maj. Gen. Wm. B. Franklin, ...
09:20	09/17/1862	Union (54,52)	5	Brig. Gen. Winfield S. Hancock, ...
09:40	09/17/1862	Union (54,52)	5	Col. Wm. H. Irwin, ...
10:00	09/17/1862	Union (54,52)	5	Brig. Gen. W.T.H. Brooks, ...
10:00	09/17/1862	Union (54,52)	0	Btty B, MD Lt, ...
10:20	09/17/1862	Union (54,52)	0	Supply Wagon
11:00	09/17/1862	Rebel (0,12)	5	11th Georgia
11:40	09/17/1862	Rebel (0,12)	5	15th Georgia, ...
14:00	09/17/1862	Rebel (0,12)	0	Maj. Gen. Ambrose P. Hill, ...
14:40	09/17/1862	Rebel (0,12)	5	Fredericksburg Arty, ...
14:40	09/17/1862	Rebel (0,12)	5	Brig. Gen. Maxcy Gregg, ...
15:00	09/17/1862	Rebel (0,12)	5	Brig. Gen. L.O'Brien Branch, ...
15:00	09/17/1862	Rebel (0,12)	5	Brig. Gen. James Archer, ...
15:20	09/17/1862	Rebel (0,12)	5	Brig. Gen. Wm. D. Pender, ...
15:40	09/17/1862	Rebel (0,12)	5	Col. J.M. Brockenbrough, ...
15:40	09/17/1862	Rebel (0,12)	0	Crenshaw's Battery, ...

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Time-Life Books Series
1984

Generals in Blue - Lives of the Union Commanders

Ezra J. Warner
Louisiana State University Press
1964

Generals in Gray - Lives of the Confederate Commanders

Ezra J. Warner
Louisiana State University Press
1959

More Generals in Gray

Bruce S. Allardice
Louisiana State University Press
1995

***The U.S. Army War College Guide to the Battle of Antietam
The Maryland Campaign of 1862***

Dr. Jay Luvass & Col. Harold W. Nelson
South Mountain Press, Inc.

1987

The War of the Rebellion: A compilation of the Official Records of the Union and Confederate Armies.

Series I, Volume xix, Parts 1 & 2
United States War Department
Washington, D.C.
1880-1901

Antietam Battlefield

A Civil War Watercolor Map Series

McElfresh Map Co.
1994

Site of the Battle of Antietam Creek or Sharpsburg, Maryland

James D. Bowlby
Alexandria, Va.
1963

The Official Military Atlas of the Civil War

Fairfax Press
1978

10.0 Parameter Data

Miscellaneous Data

First Move: Union

Time and Visibility Data

Time:

Dawn: 5:00 Day: 6:00 Dusk: 19:00 Night: 20:00

Visibility:

Day: Unlimited Dawn & Dusk: 4 Hexes Night: 1 Hex

Minutes Per Turn:

Dawn, Day, Dusk: 20 Night: 60

Movement Allowance Data

Infantry: 12 Supply Wagon: 24
Artillery: 12 Dismounted Cavalry: 12
Cavalry: 24 Unlimbered Artillery: 0

Stacking Data

Maximum infantry/cavalry that can be in a hex is 1000.

Maximum cannon that can be in a hex is 20.

Maximum regiments, batteries and/or supply wagons that can be in a hex is 8.

Exception: Only one supply wagon is allowed per hex.

Fatigue Data

Maximum Fatigue: 9

Day Fatigue Recovery: 10% Night Fatigue Recovery: 40%

Fatigue from Fire: 1 Fatigue from Loss: 1 Fatigue from Melee: 1-3

Command Radius

Brigade Radius:

Union: 2 Confederate: 3

Division Radius:

Union: 4 Confederate: 6

Breastworks

Breastwork Construction: 12%

Breastwork Movement Penalty: +1

Breastwork Defensive Value: -1

Movement Costs

Hex	Infantry (Line)	Infantry (Column)	Cavalry Mounted	Artillery Limbered	Supply Wagon
Clear	2	2	2	2	3

Water	P	P	P	P	P
Forest	4	4	6	8	8
Orchard	3	3	4	6	6
Town	4	1	2	2	2
Rough	4	4	6	0	0

Hexside	Infantry (Line)	Infantry (Column)	Cavalry Mounted	Artillery Limbered	Supply Wagon
Trail	*	2	2	2	2
Road	*	1	1	1	2
Pike	*	1	1	1	1
Stream	1	1	2	2	2
Creek	P	P	P	P	P
Stone Wall	1	1	2	6	6
Embankment	2	2	3	6	6
Up Elevation	1	1	2	2	2
Breastworks	+1	+1	+1	+1	+1

Notes

* = Unit in Line formation gets no benefit when crossing this hexside

= Movement Point Cost to enter hex or cross hexside.

P = Prohibited. Unit cannot enter hex or cross hexside.

+# = Additional Movement Point Cost to cross hexside.

Dismounted Cavalry move as Infantry in Line Formation.

Dismounted Leaders move as Infantry in Column Formation.

Mounted Leaders move as Mounted Cavalry.

Formation/Facing Change Costs

Unit	Change Formation	Change Facing	About Face
Infantry:	4	2	2
Cavalry:	6	3	2
Artillery:	6	2	2

Rearward Movement Penalty: +1

Ammunition Loss Values

Each time an Infantry or Cavalry unit uses ranged fire, there is a 4% chance its ammo status will change. The first supply status loss is called "Low Ammo" and the second supply status loss is called "Out of Ammo."

Each time an Artillery unit is captured, the former owner's Artillery Ammo Level is reduced by three.

Weapon Effectiveness Table

Weapon Class

Range	B	C	H	L	M	N	P	R	S	T	W
1	8	8	12	6	6	12	1	4	12	9	*
2	4	3	6	3	1	6	*	2	8	6	*
3	2	1	2	2	*	3	*	1	4	3	1
4	1	*	1	2	*	2	*	1	2	2	1
5	*	*	1	2	*	2	*	1	1	2	1
6-8	*	*	1	2	*	2	*	*	*	2	1
9	*	*	1	1	*	1	*	*	*	2	1
10-12	*	*	*	1	*	1	*	*	*	1	1
13	*	*	*	1	*	*	*	*	*	1	1
14-15	*	*	*	*	*	*	*	*	*	1	1
16-18	*	*	*		*	*	*	*	*	1	1
19-70	*	*	*		*	*	*	*	*	*	1

is the multiplier of weapon type firing.

* means the weapon has no effectiveness at that range.

Weapon Types:

- B: Sharps .52-caliber Breechloading Rifle
- C: Sharps & Burnside Carbine
- H: 12-pounder Howitzer
- L: 6-pounder Smoothbore
- M: Smoothbore Musket
- N: 12-pounder Napoleon
- P: Pistol
- R: Rifle
- S: Repeating Rifle or Carbine
- T: Rifled Cannon
- W: 12-pounder Whitworth

Fire Results Table

Factor/Roll	1	2	3	4	5	6	7	8	9	10	11	12
1-2	0	0	0	0	0	0	0	0	F	F	F	1
3	0	0	0	0	0	0	0	F	F	F	F	1
4	0	0	0	0	0	0	F	F	F	F	1	1
5	0	0	0	0	0	F	F	F	F	F	1	1
6	0	0	0	0	F	F	F	F	F	1	1	1
7	0	0	0	F	F	F	F	F	F	1	1	1
8	0	0	F	F	F	F	F	F	1	1	1	1
9	0	F	F	F	F	F	F	F	1	1	1	1
10-12	F	F	F	F	F	F	F	1	1	1	1	1
13-15	F	F	F	F	F	F	1	1	1	1	1	2
16-18	F	F	F	F	F	1	1	1	1	1	2	2
19-21	F	F	F	F	1	1	1	1	1	2	2	3
22-24	F	F	F	1	1	1	1	1	2	2	3	3

25-27	F	F	1	1	1	1	1	2	2	3	3	4
28-30	F	1	1	1	1	1	2	2	3	3	4	4
31-36	1	1	1	1	1	2	2	3	3	4	4	5
37-42	1	1	1	1	2	2	3	3	4	4	5	5
43-48	1	1	1	2	2	3	3	4	4	5	5	6
49-54	1	1	2	2	3	3	4	4	5	5	6	6
55-60	1	2	2	3	3	4	4	5	5	6	6	7
61-66	2	2	3	3	4	4	5	5	6	6	7	7
67-72	2	3	3	4	4	5	5	6	6	7	7	8
73-78	3	3	4	4	5	5	6	6	7	7	8	8
79-84	3	4	4	5	5	6	6	7	7	8	8	9
85-90	4	4	5	5	6	6	7	7	8	8	9	9
91-96	4	5	5	6	6	7	7	8	8	9	9	10
97-102	5	5	6	6	7	7	8	8	9	9	10	10

Numeric result indicates strength loss
F indicates increase in fatigue

Fire Results Modifiers

Fatigue: -1 if firer has Low Fatigue; -2 if firer has High Fatigue

Quality: +1 if firer is A/B Quality; -1 if firer is E/F Quality

Enfilade: +2 if firer gets enfilade bonus

Column: +2 if target is infantry in column formation

Mounted: +4 if target is mounted cavalry

Hex Side Modifiers:

Breastworks: -1

Trail: 0

Road: 0

UpElevation: -1

Stream: 0

Pike: 0

Stone Wall: -2

Embankment: -2

Creek: 0

Terrain Modifiers:

Clear: 0

Water: 0

Rough: -2

Forest: -1

Orchard: 0

Town: -1

Melee Table

Diff	2	3	4	5	6	7	8	9	10	11	12
-3	4/-9	4/-8	3/-7	2/-6	1/-5	1/-5	1/-5	2/-6	3/-7	4/-8	4/-9
-2	-4/8	3/-7	2/-6	1/-5	1/-4	1/-4	1/-4	1/-5	2/-6	3/-7	4/-8
-1	-3/7	-2/6	1/-5	1/-4	1/-3	1/-3	1/-3	1/-4	1/-5	2/-6	3/-7
0	2/-6	1/-5	-1/4	-1/3	-1/2	1/-2	1/-2	1/-3	1/-4	1/-5	2/-6
1	1/-5	1/-4	-1/3	-1/2	-1/1	-1/1	1/-1	1/-2	1/-3	1/-4	1/-5
2	-6/1	-5/1	-4/1	-3/1	2/-1	-2/1	2/-1	2/-1	-4/1	-5/1	-6/1
3	-7/2	-6/1	-5/1	-4/1	-3/1	-3/1	2/-1	3/-1	-5/1	-6/1	3/-2
4	-8/3	-7/2	-6/1	-5/1	-4/1	-4/1	-4/1	-5/1	2/-1	3/-2	4/-3
5	-9/4	-8/3	-7/2	-6/1	-5/1	-5/1	-5/1	-6/1	-7/2	4/-3	5/-4
6	-10/4	-9/3	-8/3	-7/2	-6/1	-6/1	-6/1	-7/2	-8/3	-9/3	-10/4

Absolute value are in terms of defender-losses/attacker-losses.
Negative result indicates losing side.

Leader Casualty Values

Fire Wound Value: 2%
Fire Kill Value : 3%
Melee Wound Value : 3%
Melee Kill Value : 4%
Capture Value : 5%

Elevation Information

Terrain Elevations (feet):

Clear: 0	Water: 0	Rough: 50
Forest: 50	Orchard: 15	Town: 30
Breastwork: 0		Stone Wall: 0

Each Elevation Change represents 30 feet

11.0 Order of Battle

Army of the Potomac

Maj. Gen. George B. McClellan

I Corps

Maj. Gen. Joseph Hooker

1st Division (Doubleday)

Brig. Gen. Abner Doubleday

1st Brigade (Phelps)

Col. Walter Phelps, Jr.

22nd New York

24th New York

30th New York

84th (14 Militia) NY

2nd US Sharpshooters

2nd Brigade (Hofmann)

Lt. Col. J. Wm. Hofmann

7th Indiana

76th New York

95th New York

56th Pennsylvania

3rd Brigade (Patrick)

Brig. Gen. Marsena R. Patrick

21st New York

23rd New York

35th New York

80th NY (20 Militia)

Iron Brigade (Gibbon)

Brig. Gen. John Gibbon

19th Indiana

2nd Wisconsin

6th Wisconsin

7th Wisconsin

Artillery Brigade

1st NH, Indep. Lt

Btty D, 1st RI Lt

Btty L, 1st NY Lt

Btty B, 4th US

2nd Division (Ricketts)

Brig. Gen. James Ricketts

1st Brigade (Duryea)

Brig. Gen. Abram Duryea

97th New York

104th New York

105th New York

107th Pennsylvania

2nd Bde (Christian)

Col. William A. Christian

26th New York

94th New York

88th Pennsylvania

90th Pennsylvania

3rd Brigade (Hartsuff)

Brig. Gen. George L. Hartsuff

12th Massachusetts

13th Massachusetts

83rd NY (9 Militia)

11th Pennsylvania

Artillery Brigade

Btty F, 1st Penn Lt

Btty C, Penn Lt

3rd Division (Meade)

Brig. Gen. George G. Meade

1st Brigade (Seymour)

Brig. Gen. Truman Seymour

1st Pa. Reserves

2nd Pa. Reserves

5th Pa. Reserves

6th Pa. Reserves

13th Pa. Bucktails

2nd Brigade (Magilton)

Col. Albert Magilton

3rd Pa. Reserves

4th Pa. Reserves

7th Pa. Reserves

8th Pa. Reserves

3rd Bde (Anderson)

Lt. Col. Robert Anderson

9th Pa. Reserves

10th Pa. Reserves

11th Pa. Reserves

12th Pa. Reserves

Artillery Brigade

Btty A, 1st Penn Lt

Btty B, 1st Penn Lt

Btty C, 5th US

II Corps

Maj. Gen. Edwin V. Sumner

1st Division (Richardson)

Maj. Gen. Israel B. Richardson

1st Brigade (Caldwell)

Brig. Gen. John C. Caldwell

5th New Hampshire
7th New York
61st/64th NY
81st Pennsylvania

2nd "Irish" Bde (Meagher)
Brig. Gen. Thomas F. Meagher

29th Massachusetts
63rd New York
69th New York
88th New York

3rd Brigade (Brooke)
Col. John R. Brooke

2nd Delaware
52nd New York
57th New York
66th New York
53rd Pennsylvania

Artillery Brigade

Btty B, 1st NY Lt
Btty A & C, 4th US

2nd Division (Sedgwick)
Maj. Gen. John Sedgwick

1st Brigade (Gorman)
Brig. Gen. Willis A. Gorman

15th Massachusetts
1st Minnesota
34th New York
82nd NY (2 Militia)
1st Co, Mass SS
2nd Co, Minn SS

Philadelphia Bde (Howard)
Brig. Gen. Oliver O. Howard

69th Pennsylvania
71st Pennsylvania
72nd Pennsylvania
106th Pennsylvania

3rd Brigade (Dana)

Brig. Gen. Napoleon J.T. Dana

19th Massachusetts
20th Massachusetts
7th Michigan
42nd NY "Tammany"
59th New York

Artillery Brigade

Btty A, 1st RI Lt
Btty I, 1st US

3rd Division (French)

Brig. Gen. William H. French

1st Brigade (Kimball)

Brig. Gen. Nathan Kimball

14th Indiana
8th Ohio
132nd Pennsylvania
7th W Virginia

2nd Brigade (Morris)

Col. Dwight Morris

14th Connecticut
108th New York
130th Pennsylvania

3rd Brigade (Weber)

Brig. Gen. Max Weber

1st Delaware
5th Maryland
4th New York

Unattached Artillery

Btty G, 1st NY Lt

Btty B, 1st RI Lt

Btty G, 1st RI Lt

V Corps

Maj. Gen. Fitz John Porter

1st Division (Morell)

Maj. Gen. George W. Morell

1st Brigade (Barnes)

Col. James Barnes

2nd Maine

18th Massachusetts

22nd Massachusetts

1st Michigan

13th New York

25th New York

118th Pennsylvania

2nd Co, Mass SS

2nd Brigade (Griffin)

Brig. Gen. Charles Griffin

2nd D.C.

9th Massachusetts

32nd Massachusetts

4th Michigan

14th New York

62nd Pennsylvania

3rd Bde (Stockton)

Col. T.B.W. Stockton

20th Maine

16th Michigan

12th New York

17th New York
44th New York
83rd Pennsylvania
Brady's Co, Mich SS
1st US SS

Artillery Brigade

Btty C, Mass Lt
Btty C, 1st RI Lt
Btty D, 5th US

2nd Division (Sykes)
Brig. Gen. George Sykes

1st Bde (Buchanan)

Lt. Col. Robert Buchanan

3rd US
4th US
12th US, 1st Btl
12th US, 2nd Btl
14th US, 1st Btl
14th US, 2nd Btl

2nd Brigade (Lovell)

Maj. Charles S. Lovell

1st & 6th US
2nd & 10th US
11th US
17th US

3rd Brigade (Warren)

Col. Gouverneur K. Warren

5th New York
10th New York

Artillery Brigade

Btty E & G, 1st US
Btty I, 5th US

Btty K, 5th US

3rd Division (Humphreys)

Brig. Gen. Andrew Humphreys

1st Brigade (Tyler)

Brig. Gen. Erastus B. Tyler

91st Pennsylvania

126th Pennsylvania

129th Pennsylvania

134th Pennsylvania

2nd Brigade (Allabach)

Col. Peter H. Allabach

123rd Pennsylvania

131st Pennsylvania

133rd Pennsylvania

155th Pennsylvania

Artillery Brigade

Btty C, 1st NY Lt

Btty L, 1st Ohio Lt

Artillery Reserve

Btty A, NY Lt

Btty B, NY Lt

Btty C, NY Lt

Btty D, NY Lt

5th Btty, NY Lt

Btty K, 1st US

Btty G, 4th US

VI Corps

Maj. Gen. Wm. B. Franklin

1st Division (Slocum)

Maj. Gen. Henry W. Slocum

1st Brigade (Torbert)

Col. T.A. Torbert

1st New Jersey

2nd New Jersey

3rd New Jersey

4th New Jersey

2nd Bde (Bartlett)

Col. Joseph Bartlett

5th Maine

16th New York

27th New York

96th Pennsylvania

3rd Brigade (Newton)

Brig. Gen. John Newton

18th New York

31st New York

32nd New York

95th Pennsylvania

Artillery Brigade

Btty A, MD Lt

Btty A, Mass Lt

Btty A, NJ Lt

Btty D, 2nd US

2nd Divison (Smith)

Maj. Gen. William F. Smith

1st Brigade (Hancock)

Brig. Gen. Winfield S. Hancock

6th Maine

43rd New York

49th Pennsylvania

137th Pennsylvania

5th Wisconsin

2nd Brigade (Brooks)
Brig. Gen. W.T.H. Brooks

2nd Vermont
3rd Vermont
4th Vermont
5th Vermont
6th Vermont

3rd Brigade (Irwin)
Col. Wm. H. Irwin

7th Maine
20th New York
33rd New York
49th New York
77th New York

Artillery Brigade

Btty B, MD Lt
1st Btty, NY Lt
Btty F, 5th US

IX Corps

Brig. Gen. Ambrose E. Burnside
Brig. Gen. Jacob Cox

1st Division (Willcox)
Brig. Gen. Orlando B. Willcox

1st Brigade (Christ)
Col. Benjamin C. Christ

28th Massachusetts
17th Michigan
79th NY "Highlanders"
50th Pennsylvania

2nd Brigade (Welch)

Col. Thomas Welsh

8th Michigan

46th New York

45th Pennsylvania

100th Pennsylvania

Artillery Brigade

8th Btty, Mass Lt

Btty E, 2nd US

2nd Division (Sturgis)

Brig. Gen. Samuel D. Sturgis

1st Brigade (Nagle)

Brig. Gen. James Nagle

2nd Maryland

6th New Hampshire

9th New Hampshire

48th Pennsylvania

2nd Brigade (Ferrero)

Col. Edward J. Ferrero

21st Massachusetts

35th Massachusetts

51st New York

51st Pennsylvania

Artillery Brigade

Btty D, Penn Lt

Btty E, 4th US

3rd Division (Rodman)

Brig. Gen. Isaac P. Rodman

1st Bde (Fairchild)

Col. Harrison S. Fairchild

9th NY Zouaves
89th New York
103rd New York

2nd Brigade (Harland)

Col. Edward Harland

8th Connecticut
11th Connecticut
16th Connecticut
4th Rhode Island

Artillery Brigade

Btty A, 5th US
Co K, 9th NY

Kanawha Division (Scammon)

Col. Eliakim P. Scammon

1st Brigade (Ewing)

Col. Hugh Ewing

12th Ohio
23rd Ohio
30th Ohio
Btty L, Ohio Lt
Gilmore's Co.
Harrison's Co.

2nd Brigade (Crook)

Col. George Crook

11th Ohio
28th Ohio
36th Ohio
Kentucky Lt Arty
Chicago Dragoons

Unattached

Btty L, 2nd NY Lt
Btty L & M, 3rd US

6th New York Cav
3rd Inde. Co, OH Cav

XII Corps

Maj. Gen. Jos. K.F. Mansfield

1st Division (Williams)

Brig. Gen. A.S. Williams

1st Brigade (Crawford)

Brig. Gen. Samuel W. Crawford

10th Maine

28th New York

46th Pennsylvania

124th Pennsylvania

125th Pennsylvania

128th Pennsylvania

2nd Brigade (Gordon)

Brig. Gen. George H. Gordon

27th Indiana

2nd Massachusetts

13th New Jersey

107th New York

3rd Wisconsin

2nd Division (Greene)

Brig. Gen. George S. Greene

1st Brigade (Tyndale)

Lt. Col. Hector Tyndale

5th Ohio

7th Ohio

66th Ohio

28th Pennsylvania

2nd Bde (Stainrook)
Col. Henry J. Stainrook
3rd Maryland
102nd New York
111th Pennsylvania

3rd Brigade (Goodrich)
Col. Wm. B. Goodrich
3rd Delaware
60th New York
78th New York
Purnell Legion

Corps Artillery
4th Btty, Maine Lt
6th Btty, Maine Lt
Btty M, 1st NY Lt
10th Btty, NY Lt
Btty E, Penn Lt
Btty F, Penn Lt
Btty F, 4th US

Cavalry Corps
Maj. Gen. Alfred Pleasonton

1st Brigade (Whiting)
Maj. Charles J. Whiting
5th US
6th US

2nd Brigade (Farnsworth)
Col. John F. Farnsworth
8th Illinois
3rd Indiana
1st Massachusetts
8th Pennsylvania

3rd Brigade (Rush)
Col. Richard H. Rush
4th Pennsylvania
6th Pennsylvania

4th Brigade (McReynolds)
Col. Andrew T. McReynolds
1st New York
12th Pennsylvania

5th Brigade (Davis)
Col. Benjamin F. Davis
8th New York
3rd Pennsylvania

Unattached
15th Pennsylvania

Horse Artillery
1st Brigade
Btty A, 2nd US
Btty B & L, 2nd US
Btty M, 2nd US
Btty C & G, 3rd US

Army of Northern Virginia
Gen. Robert E. Lee

I Corps
Maj. Gen. James Longstreet

McLaws Division
Maj. Gen. Lafayette McLaws

Kershaw's Brigade
Brig. Gen. Jos. B. Kershaw

2nd SC "Palmetto"
3rd S Carolina
7th S Carolina
8th S Carolina

Cobb's Brigade
Lt. Col. C.C. Sanders

16th Georgia
24th Georgia
15th N Carolina
Cobb's Legion

Semmes' Brigade
Brig. Gen. Paul J. Semmes

10th Georgia
53rd Georgia
15th Virginia
32nd Virginia

Barksdale's Brigade
Brig. Gen. Wm. Barksdale

13th Mississippi
17th Mississippi
18th Mississippi
21st Mississippi

Cabell's Battalion
Manley's Battery
Pulaski Artillery
Richmond (Fayette) Arty
1st Richmond Howitzers
Troup Artillery

R.H. Anderson's Division
Maj. Gen. Richard H. Anderson

Wilcox's Brigade
Col. Alfred Cumming

8th Alabama
9th Alabama
10th Alabama
11th Alabama

Featherston's Brigade
Col. Carnot Posey

12th Mississippi
16th Mississippi
19th Mississippi
2nd Miss. Btln

Armistead's Brigade
Brig. Gen. Lewis A. Armistead

9th Virginia
14th Virginia
38th Virginia
53rd Virginia
57th Virginia

Pryor's Brigade
Brig. Gen. Roger Pryor

14th Alabama
2nd Florida
5th Florida
8th Florida
3rd Virginia

Mahone's Brigade
Col. Wm.A. Parham

6th Virginia
12th Virginia
16th Virginia
41st Virginia
61st Virginia

Wright's Brigade

Brig. Gen. A.R. Wright

44th Alabama

3rd Georgia

22nd Georgia

48th Georgia

Saunders' Battalion

Donaldsonville Arty

Norfolk Battery

Lynchburg Battery

Portsmouth Battery

D.R. Jones' Division

Brig. Gen. D.R. Jones

Toombs' Brigade

Brig. Gen. Robert Toombs

2nd Georgia

15th Georgia

17th Georgia

20th Georgia

Drayton's Brigade

Brig. Gen. Thomas F. Drayton

50th Georgia

51st Georgia

15th S Carolina

3rd SC Battalion

Pickett's Brigade

Brig. Gen. Richard B. Garnett

8th Virginia

18th Virginia

19th Virginia

28th Virginia

56th Virginia

Kemper's Brigade

Brig. Gen. James L. Kemper

1st Virginia
7th Virginia
11th Virginia
17th Virginia
24th Virginia

Jenkins' Brigade
Col. Joseph Walker

1st SC Volunteers
2nd SC Rifles
4th SC Battalion
5th S Carolina
6th S Carolina
Palmetto SS

G.T. Anderson's Bde
Colonel G.T. Anderson

1st GA Regulars
7th Georgia
8th Georgia
9th Georgia
11th Georgia

Divisional Artillery

Wise Artillery

Walker's Division
Brig. Gen. John G. Walker

Walker's Brigade
Col. Van H. Manning

3rd Arkansas
27th N Carolina
46th N Carolina
48th N Carolina
30th Virginia

French's Battery

Ransom's Brigade
Brig. Gen. Robert Ransom, Jr.

24th N Carolina
25th N Carolina
35th N Carolina
49th N Carolina
Branch's Field Arty

Hood's Division
Brig. Gen. John Bell Hood

Hood's Brigade
Col. Wm.T. Wofford

18th Georgia
1st Texas
4th Texas
5th Texas
Hampton Legion

Law's Brigade
Brig. Gen. Evander M. Law

4th Alabama
2nd Mississippi
11th Mississippi
6th N Carolina

Divisional Artillery

Charleston German
Palmetto Battery
Rowan Artillery

Evans' Brigade (Inde.)
Brig. Gen. Nathan G. Evans

17th S Carolina
18th S Carolina

22nd S Carolina
23rd S Carolina
Holcombe Legion
Macbeth Artillery

Artillery Reserve

Washington Artillery

1st Co, Wash Art
2nd Co, Wash Art
3rd Co, Wash Art
4th Co, Wash Art

S.D. Lee's Battalion

Ashland Btty
Bedford Btty
Rhett's Btty
Madison Btty
Bath Battery
Parker's Btty

II Corps

Maj. Gen. Thomas J. Jackson

Ewell's Division

Brig. Gen. A.R. Lawton

Lawton's Brigade

Col. Marcellus Douglass

13th Georgia
26th Georgia
31st Georgia
38th Georgia
60th Georgia
61st Georgia

Early's Brigade

Brig. Gen. Jubal Early

13th Virginia
25th Virginia
31st Virginia
44th Virginia
49th Virginia
52nd Virginia
58th Virginia

Trimble's Brigade

Col. James A. Walker

15th Alabama
12th Georgia
21st Georgia
21st N Carolina
1st NC Battalion

Louisiana Tigers

Brig. Gen. Harry T. Hays

5th Louisiana
6th Louisiana
7th Louisiana
8th Louisiana
14th Louisiana

Divisional Artillery

Bedford Battery
Courtney Artillery
Louisiana Gd Arty
Staunton Artillery
Chesapeake Artillery
1st Maryland Btty

Hill's Light Division

Maj. Gen. Ambrose P. Hill

Branch's Brigade

Brig. Gen. L.O'Brien Branch

7th N Carolina
18th N Carolina
28th N Carolina
33rd N Carolina
37th N Carolina

Gregg's Brigade
Brig. Gen. Maxcy Gregg

1st S Carolina
1st SC Rifles
12th S Carolina
13th S Carolina
14th S Carolina

Archer's Brigade
Brig. Gen. James Archer

19th Georgia
1st Tennessee
7th Tennessee
14th Tennessee
5th Alabama Btl

Pender's Brigade
Brig. Gen. Wm. D. Pender

16th N Carolina
22nd N Carolina
34th N Carolina
38th N Carolina

Thomas's Brigade
Col. Edward L. Thomas

14th Georgia
35th Georgia
45th Georgia
49th Georgia

Field's Brigade
Col. J.M. Brockenbrough

40th Virginia

47th Virginia
55th Virginia
22nd Virginia Btl

Divisional Artillery

Crenshaw's Battery
Fredericksburg Arty
Letcher Artillery
Pee Dee Artillery
Richmond Battery

Jackson's Division
Brig. Gen. John R. Jones

Winder's Brigade

Col. Arnold J. Grigsby

4th Virginia
5th Virginia
27th Virginia
33rd Virginia

Taliaferro's Brigade

Col. E.T.H. Warren

47th Alabama
48th Alabama
10th Virginia
23rd Virginia
37th Virginia

Jones' Brigade

Col. Bradley T. Johnson

21st Virginia
42nd Virginia
48th Virginia
1st Va Btl

Starke's Brigade

Brig. Gen. Wm. E. Starke

1st La Volunteers
2nd Louisiana
9th Louisiana
10th Louisiana
15th Louisiana
1st La Zouaves Btl

Divisional Artillery

Allegheny Virginia
Baltimore Artillery
Danville Artillery
1st Rockbridge Arty
Lee Battery
Hampden Artillery

D.H. Hill's Division

Brig. Gen. Daniel H. Hill

Ripley's Brigade

Brig. Gen. Roswell S. Ripley

4th Georgia
44th Georgia
1st N Carolina
3rd N Carolina

Rodes' Brigade

Brig. Gen. Robert E. Rodes

3rd Alabama
5th Alabama
6th Alabama
12th Alabama
26th Alabama

Garland's Brigade

Col. D.K. McRae

5th N Carolina
12th N Carolina
13th N Carolina

20th N Carolina
23rd N Carolina

Anderson's Brigade
Brig. Gen. Geo. B. Anderson

2nd N Carolina
4th N Carolina
14th N Carolina
30th N Carolina

Colquitt's Brigade
Col. Alfred H. Colquitt

13th Alabama
6th Georgia
23rd Georgia
27th Georgia
28th Georgia

Divisional Artillery

Hardaway
Jeff Davis Arty
Peninsula Btty
King William Btty

Artillery Reserve

Cutts' Reserve Arty Btl

Blackshear's Btty
Lane's Artillery
Patterson's Btty
Ross's Battery

Jones' Reserve Arty Btl

Louisa Btty
Richmond Btty
Goochland Btty
"Long Island" Btty

Stuart's Division
Maj. Gen. J.E.B. Stuart

Hampton's Brigade
Brig. Gen. Wade Hampton

10th Virginia
1st N Carolina
2nd S Carolina
Cobb's Legion
Jeff Davis Legion

Fitzhugh Lee's Brigade
Brig. Gen. Fitzhugh Lee

1st Virginia
3rd Virginia
4th Va "Black Horse"
5th Virginia
9th Virginia

Robertson's Brigade
Col. Thomas Munford

2nd Virginia
6th Virginia
7th Virginia
12th Virginia
17th Va Btl

Horse Arty (Pelham)

1st Stuart Btty
Ashby Battery
Washington Btty

