

[31.5] BURNSIDE'S LOST VICTORY

This scenario recreates the last phase or high water mark of the battle. A.P. Hill's division arrived just in time to save Sharpsburg and the day from Burnside's tardy corps.

Players may choose to try one of the famous "what ifs" of the battle by beginning the scenario instead on Turn 27 (which reflects a more aggressive Burnside) by trying Variant A.

[31.51] Length: This scenario is ten complete Game-Turns long, from Turn 30 to Turn 39.

[31.52] Map: Map A is the only map used and no unit may voluntarily exit the map during the game. Those who are forced to are eliminated.

[31.53] Union Set Up: Same for all variations as follows –

UNIT/LEADER (Strength) (Setup hex)
-if wagon, (Small-arms/rounds) are listed

COX (2332) **IX**
WILLCOX (2729) **1/IX**
WILLCOX'S WAGON (12/10) (2234)
CHRIST (3031)
 50 PA (3031)
 28 MASS (2931)
 17 MICH (2830)
 79 NY (3431)
WELSH (2628)
 45 PA (2729)
 100 PA (2628)
 46 NY (2628)
 8 MICH (2529)

RODMAN (2028) **3/IX**
FAIRCHILD (2428)
 9 NY (2428)
 103 NY (2228)
 89 NY (2228)
HARLAND (2028)
 8 CONN (2028)
 11 CONN (7) (2029)
 16 CONN (2027)
 4 RI (1928)

SCAMMON (2231) **Ka/IX**
SCAMMON'S WAGON (8/18) (2332)
EWING (2131)
 23 OHIO (2131)
 12 OHIO (1830)
 30 OHIO (2030)
CROOK (2530)
 11 OHIO (8) (2530)
 28 OHIO (2530)
 36 OHIO (2729)

STURGIS (2330) **2 /IX**
SUPPLY WAGON (8/10) (2432)
NAGLE (2130)
 2 MD (2) (2235)
 6 NH (2) (2331)
 9 NH (13) (2130)
 48 PA (7) (2230)
RODMAN'S WAGON (Full) (1928)
FERRERO (2429)
 21 MASS (2430)
 35 MASS (14) (2529)
 51 NY (5) (2429)
 51 PA (5) (2330)
PLEASANTON (3734) **CAV**
CAVALRY WAGON (7/20) (3935)
FARNSWORTH'S BRIGADE
 (within 1 hex of 3734)
McREYNOLDS' BRIGADE
 (within 1 hex of 3634)
RUSH'S BRIGADE
 (within 1 hex of 3734)
DAVIS' BRIGADE
 (within 1 hex of 3634)
WHITING'S BRIGADE
 (within 1 hex of 3735)

SYKES (3241) **2/V**
SYKES' WAGON (Full) (3241)
LOVELL (3540)
 1/6 US (3540)
 2/10 US (3531)
 11 US (3439)
 17 US (3439)

WARREN (3044)
 5 NY (3044)
 10 NY (3044)
BUCHANAN (3631)
 1/14 US (3732)
 2/14 US (3631)
 1/12 US (3533)
CLARK BTY (2329) **Sturgis**
DURELL BTY(2126) **Sturgis**
MUHLENBRG BTY (1930) **Rodham**
ROEMER BTY(2138) **Rodham**
McMULLIN BTY (2037) **Scammon**
ROBERTSON BTY(3936) **Indp**
COOK BTY (3) (2630) **Willcox**
BENJAMIN BTY (2339) **Willcox**
TAFT BTY (3337) **V/Res**
v.KLEISER BTY (3637) **V/Res**
WEED BTY (3537) **Sykes**
RANDOL BTY (3733) **Sykes**

[31.54] Confederate Set Up: (NOTE: A.P.Hill's Division does not start the game on the map in Variant A)

UNIT/LEADER (Strength) (Setup hex)
-if wagon, (Small-arms/rounds) are listed

RE LEE (2514)
DR JONES (3024) **Lngstr**
SUPPLY WAGON (5/3)(3024)
GARNETT (3424)
 8 VA (3424)
 18 VA (3426)
 19 VA (3424)
 28 VA (3324)
 56 VA (3324)
JWALKER (3124)
 1 SC (3224)
 2 SC (3224)
 5 SC (3124)
 6 SC (3024)
PALMETTO SS (4) (0922)
DRAYTON (2723)
 51 GA (3) (2723)
 15 SC (2723)
 3 SC Bn (2723)
 50 GA (2125)

KEMPER (2622)

1 VA (2622)

7 VA (2) (2222)

11 VA (2522)

17 VA (2522)

24 VA (1720)

TOOMBS (2125)

2 GA (1) (2225)

20 GA (3) (2225)

15 GA (2025)

17 GA (1925)

11 GA (1925)

GT Anderson**EVANS** (3228)**Indpt**

18 SC (3624)

HOLCOMBE LEGION (3228)

REILLY BTY (2) (2724)

Hood

GARDEN BTY (3325)

Hood

PARKER BTY (3523)

Lngstrt

JORDAN BTY (2) (3524)

Lngstrt

MOODY BTY (3426)

Lngstrt

ESHELMAN BTY (1617)

Lngstrt

RICHARDSON BTY (2121)

Lngstrt

SQUIRES BTY (2) (3325)

Lngstrt

MILLER BTY (2) (2219)

Lngstrt

LANE BTY (2) (2514)

Res

WISE BTY (3) (2523)

DRJones**AP HILL** (1516)

(In Variant A set up in 2514)

These units setup IN COLUMN:**GREGG'S BRIGADE ***

(Road hex from 1918 to 1715)

BRANCH'S BRIGADE *

(Road hex from 1712 to 1509)

ARCHER'S BRIGADE *

(Road hex from 1309 to 1009)

PENDER'S BRIGADE *

(Road hex from 0607 to 0306)

BROCKENBROUGH'S BRIGADE *

(Road hex from 0305 to 0302)

MUNFORD (1322)

2 VA c (1421)

7 VA c (1123)

12 VA c (1322)

RESERVE WAGON (5/25) (3410)

McINTOSH BTY (1516) **AP Hill**

(In Variant A, set up in 1611, Limbered)

BRAXTON BTY (2115) * **AP Hill**PEGRAM BTY (0909) * **AP Hill**CRENSHAW BTY (0808) * **AP Hill**

* = These units arrive as per 30.42 in Variant A.

ALL UNITS (CONFED/UNION) ARE IN LINE OR UNLIMBERED FORMATION AT THE START OF THE SCENARIO UNLESS SPECIFIED OTHERWISE.

[31.55] Union Reinforcements: None. All Union units begin the game on the map.**[31.56] Confederate Reinforcements:****Turn 31** in hex 0101:

AP HILL SUPPLY WAGON.

Turn 32 in hex 3922:

Carter's Bty (3)

DH Hill**Turn 35** in hex 3916:

Boyce's Bty (2)

Evans

Hart's Bty (3)

Indpt

Bachman's Bty

Hood

Cutshaw's Bty (1)

Res

Page's Bty (3)

Res**[31.57] Special Rules:** Units of Pleasonton's Cavalry division and Syke's division (V Corps), are considered Uncommitted at the start of the game and may only be committed as per 29.71 and 29.72. This represents McClellan's reluctance to commit his last reserves; even to help the IX Corps (and/or win the battle). All Confederate artillery are in command when within a radius of ANY friendly leader. The 11 Ga regiment is treated as Independent as per 21.8.

--Variant A starts on Turn 27 and ends on Turn 39. A.P.Hill's division enters as per 30.42 (minus McIntosh's Bty and A.P. HILL, who setup as per 31.54). In all other respects it is the same as the original scenario.

--Variant B is the same as the original scenario but *all* Union units are considered committed on Turn 34 as per 29.16.**[31.58] Victory Conditions:** Union player wins by either controlling Blackford's (Boteler's) Ford (as per 33.1.3) or any Sharpsburg town hexes at the end of the game. Otherwise, the Confederate player wins.**Scenario Designed by:** Gregory A Blanchett, 1999. (Version C, second edition).