



American Civil War

Scenario for Fire and Fury Rules

Sharpsburg

17 September 1862

Background

Adapted from Fire & Fury's Eastern Battles Scenario Book, this game re-creates the afternoon action at Antietam.

The Union IX Corps, commanded by Jacob Cox, made a final push on Sharpsburg after having driven the Confederates back over Antietam Creek. David Jones' depleted Confederate Division was all that stood in their way. In the nick of time Hill's 'Light Division' arrived after having marched 17 miles in 8 hours and saved the day.

Unlike many Fire & Fury scenarios, this one does not require huge numbers of troops or a whole day to play the game. Technically it should be a walk-over for the Union but the restrictions placed on the reserve divisions means that they have to attack in a piecemeal fashion (as was the case in the actual battle), therefore making it a very balanced game.



Confederate reinforcements block the Union advance on Centre Hill.



The game layout and initial deployment on a 6x4 foot table suitable for 15mm miniatures on 1" bases. I use 20mm (1/72nd scale) plastic miniatures with 3 to a base rather than the usual 4 to a base for 15mm.

Only the essential terrain features are shown. Both banks of Antietam Creek are wooded and there are several corn fields between the two armies. As the corn was at full height it blocks sight on the same level until a brigade has moved through it. The Union Corps Artillery may fire over the wooded banks of Antietam Creek.

The game starts at 3.00 pm and runs 8 turns (to 6:30 when dusk falls).

Confederate Order of Battle

D.R. Jones' Division. On table as per map.

Toombes' Brigade (Exceptional Leader): 3 stands depleted crack troops (-/3/2)

Kemper's Brigade (Exceptional Leader): 3 stands veterans (3/-/2)

Drayton's Brigade: 3 stands crack troops (3/2/-)

Walker's Brigade: 5 stands crack troops (5/3/2)

Garnett's Brigade (Exceptional Leader): 4 stands crack troops (4/3/2)

3 Batteries Artillery: deployed where the player wishes.

A.P Hill's Division (Exceptional Leader). Enter on the Confederate turn 2 on Road A. They arrive on-table in column, in any order of march the player wishes.

Pender's Brigade (Exceptional Leader): 4 stands crack troops (4/3/2)

Gregg's Brigade (Exceptional Leader): 8 stands veterans (8/6/4)

Archer's Brigade: 3 stands crack troops (3/2/-)

Branch's Brigade: 5 stands veterans (5/4/3)

Brockenbrough's Brigade: 4 stands veterans (4/3/2)

3 Batteries Artillery: limbered.

Union Order of Battle

Corps Commander: Jacob Cox. On table, initially with the reserve artillery.

3 Batteries Corps Reserve Artillery. Deployed as per map.

Wilcox's Division. On table as per map.

Christ's Brigade: 9 stands green troops(9/8/5)

Welsh's Brigade: 11 stands veterans (11/8/6)

1 Battery Artillery

Rodman's Division. On table as per map.

Fairchild's Brigade: 6 stands veterans (6/5/3)

Harland's Brigade: 11 stands green troops (12/10/7)

1 Battery Artillery

Sturgis' Division. On table as per map.

Ferrero's Brigade (Exceptional Leader): 10 stands green troops (10/8/6)

Nagle's Brigade: 8 stands green troops (8/7/5)

1 Battery Artillery

Scammon's Division. On table as per map.

Ewing's Brigade: 6 stands veterans (6/5/3)

Crook's Brigade: 12 stands green troops (12/10/7)

1 Battery Artillery



Sturgis and Scammon's reserve divisions wait by Antietam Creek. They may not advance until an unspent Union brigade from the forward divisions enters Sharpsburg.

The large Union brigades should be deployed in double supported lines.

Wilcox and Rodman's Divisions may move freely as the player wishes, as may the Corps Commander. Sturgis and Scammon's Divisions may not move from their starting positions until 1 unspent Union brigade occupies part of Sharpsburg. The Corps Reserve Artillery may not move.