

Union Record Sheet

Scenario 1

Leader	Starting Hex #	Initial Strength	Subordinate to	Current Strength
G. McClellan				
J. Hooker		49 Inf	McClellan	
E. Sumner		43 Inf	McClellan	
F.J. Porter		41 Inf	McClellan	
W. Franklin		48 Inf	McClellan	
A. Burnside		36 Inf	McClellan	
J. Mansfield		26 Inf	McClellan	
Pleasanton			McClellan	
C. Whiting		2 Cav	Pleasanton	
Farnsworth		5 Cav	Pleasanton	
R. Rush		2 Cav	Pleasanton	
McReynolds		2 Cav	Pleasanton	
B. Davis		2 Cav	Pleasanton	
D. Miles	1529	30 Inf	*****	
J. White	1421	8 Inf	*****	
Detach. A				
Detach. B				
Detach. C				
Detach. D				
Detach. E				
Detach. F				

Setup for all infantry leaders and McClellan is on any road hex within 8 hexes of 3441, except for Miles at 1529 and White at 1421. Cavalry can be set up on any hex within 11 hexes of 3441. Supply wagons: three may be placed within 6 hexes of 3441. An entrenchment marker is placed on hex 1529. A Destroyed Bridge marker is placed on hexside 1426/1525.

Scenario 2

Leader	Starting Hex #	Initial Strength	Subordinate to	Current Strength
G. McClellan	3441			
J. Hooker	3441	49 Inf	McClellan	
E. Sumner	3441	43 Inf	McClellan	
F.J. Porter	3643	41 Inf	McClellan	
W. Franklin	3641	48 Inf	McClellan	
A. Burnside	3741	36 Inf	McClellan	
J. Mansfield	3742	26 Inf	McClellan	
Pleasanton	3343		McClellan	
C. Whiting	3343	2 Cav	Pleasanton	
Farnsworth	3343	5 Cav	Pleasanton	
R. Rush	3343	2 Cav	Pleasanton	
McReynolds	3343	2 Cav	Pleasanton	
B. Davis	3343	2 Cav	Pleasanton	
D. Miles	1529	30 Inf	*****	
J. White	1421	8 Inf	*****	
Detach. A				
Detach. B				
Detach. C				
Detach. D				
Detach. E				
Detach. F				

An entrenchment marker is placed at Harper's Ferry (1529). Supply Wagons: one each at hexes 3541, 3542, and 3642. A Destroyed Bridge marker is placed on hexside 1426/1525.

Scenario 3

Leader	Starting Hex #	Initial Strength	Subordinate to	Current Strength
Hooker	2743			
Reynolds	2441	34 Inf	Hooker	
Hancock	2743	45 Inf	Hooker	
Sickles	2148	42 Inf	Hooker	
Meade	2148	43 Inf	Hooker	
Sedgwick	2743	41 Inf [†]	Hooker	
Howard	2046	30 Inf	Hooker	
Slocum	2343	31 Inf	Hooker	
Pleasanton	1839		Hooker	
Buford	1839	15 Cav	Pleasanton	
Gregg	1839	10 Cav	Pleasanton	
Kilpatrick	1839	12 Cav	Pleasanton	
Tyler	2743	19 Art	Hooker	
Kelly	1629	30 Inf	Meade	
Couch	4001		***	
Detach. A				
Detach. B				
Detach. C				
Detach. D				
Detach. E				
Detach. F				

Entrenchment marker on hex 1629. Supply wagons: three on 2743. 5 militia counters (50 points) in Baltimore (4631).

[†] Based on errata published in "The Wargamer", vol.2, #14. (Original printed strength was 29 Inf)

Scenario 4

Leader	Starting Hex #	Initial Strength	Subordinate to	Current Strength
Meade	2526			
Reynolds	2025	34 Inf	Meade	
Hancock	2526	45 Inf	Meade	
Sickles	2526	42 Inf	Meade	
Sykes	2526	43 Inf	Meade	
Sedgwick	2526	41 Inf ^{††}	Meade	
Howard	1924	30 Inf	Meade	
Slocum	1829	31 Inf	Meade	
Pleasanton	2424		Meade	
Buford	1823	15 Cav	Pleasanton	
Gregg	2531	10 Cav	Pleasanton	
Kilpatrick	2424	12 Cav	Pleasanton	
Tyler	2526	19 Art ^{††}	Meade	
Kelly	1629	30 Inf	Meade	
Couch	4001	4 Militia	***	
Detach. A				
Detach. B				
Detach. C				
Detach. D				
Detach. E				
Detach. F				

One entrenchment marker at 1629 and one at 4001. Supply Wagons: one at 2025, and two at 2526. 5 militia units at Baltimore (4631).

^{††} Based on errata from "The Wargamer", vol.2, #14. (Original printed strength was 10 Art)