STANDARD RULES
for the
GREAT BATTLES OF THE AMERICAN CIVIL WAR
Game System
including
PEA RIDGE • DRIVE ON WASHINGTON • WILSON'S CREEK

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Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System.* This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule,* which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases.* These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases.* A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

Major Section Number
Primary Case Number
Secondary Case Number

[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

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[1.0] INTRODUCTION

This set of Standard Rules includes rules common to SPI's series of grand tactical games simulating regimental level Civil War battles.

[2.0] GLOSSARY OF TERMS

Column or In Column: One of two formations possible for infantry units to adopt. Enables units to move more rapidly along roads at some cost in combat ability. See also "Line."

Command Points Rating: Each division commander has a number of Command Points each Game-Turn. Command Points are expended to increase the Effectiveness Radius of brigade commanders subordinate to that division commander. One point is expended for each hex added to the Effectiveness Radius of a brigade commander. Thus, a commander with a total of two Command Points could increase the Effectiveness Radius of one brigade commander by two, or two brigade commanders by one.

Current Strength: A unit's Combat Strength (measured in points) may be reduced during play when the unit suffers losses. Such losses decrease the combat ability of the unit; each unit's "current strength" is therefore kept track of using a numbered chit. See also "Initial Strength."

Current Strength Multiplier: A number by which a unit's "current strength" (measured in points) is multiplied to reflect the effects of range (the distance between the firing unit and the target) on fire.

Divisional Integrity Radius: A numerical rating of each division commander which represents the range in hexes over which that division commander may command his subordinate brigade commanders. As long as a brigade commander is within his division commander's radius in the Initial Command Phase, he may move freely in the subsequent Movement Phase.

Effectiveness Radius: A number rating which measures the relative ability of each brigade commander to control his troops. The Effectiveness Radius is given in terms of hexes; the higher the number, the greater the distance over which that brigade commander can effectively control his troops. Note that division commanders have no Effectiveness Radius; see also "Divisional Integrity Radius" and "Command Points Rating."

In Command: A unit is considered to be "in command" relative to a particular leader when it is either within that leader's Effectiveness Radius or in the same hex with that leader. Note that a unit will generally be "in command" of the leader to which that unit is subordinate, but that this is not necessarily true; see also "Subordinate Unit" and "Effectiveness Radius."

Initial Strength: A unit's Combat Strength (measured in points) at the start of the game; this value is printed on the counter representing the unit (see 3.31, Sample Units). See also "Current Strength."

Line: One of two formations possible for infantry units to adopt. Enables units to fight most effectively at some cost in mobility. See also "Column."

Morale Check: A game function performed by a Player whenever something happens which brings into question the relative value of discretion and valor. As a result of a morale check, a unit may rout.

Morale Rating: The numerical rating of each combat unit's ability to sustain the psychological effects of battle. The numbers range from "5" (best) to "1" (worst). This rating is referred to whenever a player is required to check a unit's morale.

Rally Rating: This is the number of units in a brigade commander's Effectiveness Radius which he can rally in a given Final Command Phase, in addition to any that are in the same hex with him. Thus, if a brigade commander had a Rally Rating of two, he could rally two units of his command which are within his Effectiveness Radius in addition to any stacked with that brigade commander. **Note:** Division commanders have no Rally Rating and may only rally units with which they are stacked.

Subordinate Unit: A subordinate unit is one which has the name of a leader abbreviated on it. That unit is considered to be subordinate to the specified leader (or successor). Also see "In Command."

[3.0] GAME EQUIPMENT

CASES:

[3.1] THE GAME MAP

The mapsheet portrays the area in which the battle was fought. A hexagonal grid pattern is printed on the game map to regulate the movement and location of the playing pieces and to calculate ranges when units fire in combat. To make the map lie flat, back-fold it against the creases.

[3.2] GAME CHARTS AND TABLES

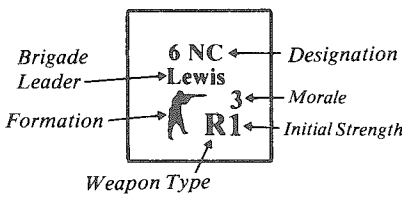
Various visual aids are provided with the game in order to simplify and illustrate certain game functions. Some of these charts and tables are printed directly on the game map. There may be other charts and tables included in the rules booklets.

[3.3] THE PLAYING PIECES

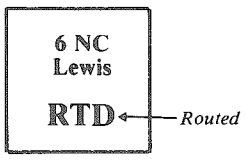
There are three types of counters in the game, combat counters (called "units"), leaders and markers. Combat units include infantry regiments, cavalry regiments, supply wagons, and artillery batteries. There are at least two types of leader counters: brigade commanders and division commanders. There are several types of markers including Ammunition Depletion, Column, Combat Strength, Engaged, Game-Turn, and Casualty Track Markers. There may be other types of counters in a game as detailed in the Exclusive Rules for that game.

[3.31] Sample Units

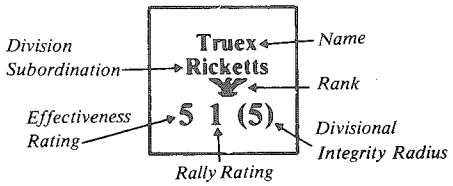
COMBAT UNIT: Front



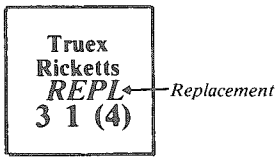
COMBAT UNIT: Back



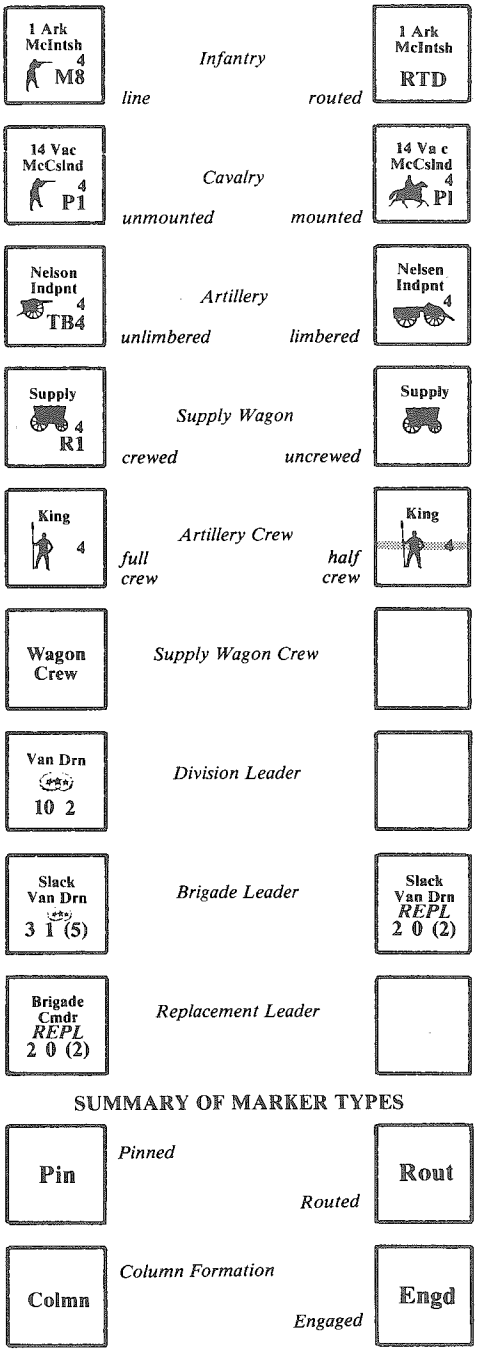
LEADER UNIT: Front



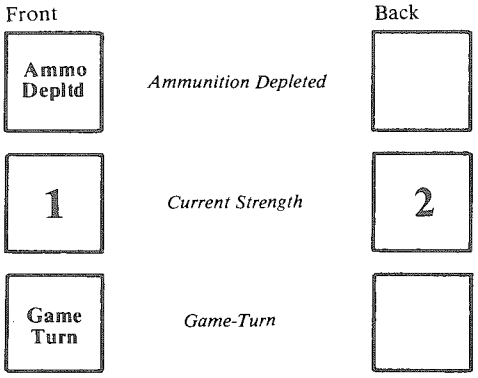
LEADER UNIT: Back



SUMMARY OF COMBAT UNIT TYPES



SUMMARY OF MARKER TYPES



[3.32] Combat Strength Markers
When a unit's Combat Strength is reduced by casualties, a Combat Strength Marker is placed under the unit to represent that unit's new Combat Strength. Thus, if a "4" Strength Point cavalry unit takes a one point loss, a "3" Strength Point Marker would be placed under the unit. When a battery takes a loss caused by enemy artillery fire, the number of guns is reduced by placing a Strength Marker under the battery in the same manner as an infantry or cavalry unit.

[3.33] Unit Designations
The designation of a unit is the historical name or military designation of that unit or leader. Designations have direct effect on play and also included for historical interest and as an aid to setting up and organizing the game.

[3.34] Weapon Type
A unit's weapon type refers to the type of armament that unit had in the battle. Weapon type effects the Fire Combat Strength of the unit when it engages in Fire Combat. The letter on the counter is an abbreviation for the weapon type with which that unit is armed. The abbreviations are summarized and the effects of range on that weapon are displayed on the Range Effects Chart (9.25).

[4.0] SEQUENCE OF PLAY

GENERAL RULE:

The play of the game is organized into "Game-Turns." Each Game-Turn is divided into two Player-Turns. During his Player-Turn, each Player moves his units and then resolves combat in sequence. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is declared.

GAME-TURN SEQUENCE OUTLINE

Each Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The Sequence of Play must be executed in the order presented.

1. First Player-Turn

A. ***Initial Command Phase:*** The Phasing Player may attach and detach brigades which are in the Divisional Integrity Radius of a division commander. In addition, the Player checks the Divisional Integrity Radius to determine which brigade commanders are in command. Division commanders may expend Command Points to increase the Effectiveness Radius of subordinate brigade commanders. The Phasing Player then checks the Effectiveness Radii of all his brigade commanders to see whether the units within each brigade commander's command may move and fire.

B. ***Movement Phase:*** The Phasing Player moves all, some, or none of his units as he desires and may bring reinforcements onto the map, as determined by the Reinforcement Schedule. The non-Phasing Player's units may not move during this Phase, but they may, however, conduct withdrawal fire as appropriate.

C. ***Defensive Fire Phase:*** The non-Phasing Player may conduct Fire Combat with any of his units that are capable of firing at any of the Phasing Player's units, within the provisions and restrictions of the Fire Combat and the Line of Sight rules. Neither Player may move his units during this Phase, except as a result of combat.

D. ***Offensive Fire Phase:*** The Phasing Player may conduct Fire Combat (see Phase C).

E. ***Retreat Before Melee Phase:*** The Phasing Player announces his melee attacks for the Melee Phase. The *non*-Phasing Player then has the option to retreat units that are in the Zone of Control of Enemy units one or two hexes, thus avoiding melee. The retreating units undergo withdrawal fire and the owning Player must roll for possible rout at the end of the retreat, whether a casualty has been suffered as a result of withdrawal fire or not. The Phasing Player may advance a unit into the vacated hex.

F. ***Melee Phase:*** Phasing infantry and cavalry units which begin this Phase adjacent to Enemy units may now enter the hex occupied by that Enemy unit(s) and engage in melee combat. The melee combat is resolved and retreat and casualty results are applied as a result of the melee combat.

G. ***Ammunition Resupply Phase:*** The Phasing Player may resupply eligible units which are out of ammunition.

H. ***Rally Phase:*** Pin Markers are removed from the Phasing Player's units. The Phasing Player may rally his routed units which are stacked with leaders or in the Effectiveness Radius of their brigade commander. A die is rolled to determine whether or not independent units rally.

J. ***Final Command Phase:*** Friendly leaders that have been killed are replaced and leader promotion is performed if necessary. Uncrewed supply wagons may be recrewed. During the Final Command Phase, game functions that occur only in a given game, as described in the exclusive rules, are performed.

2. Second Player Turn
The second Player becomes the Phasing Player and proceeds to follow the Player Sequence. Steps A through J, as described above.

3. Game-Turn Record Interphase:
The Game-Turn Marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn. **Note:** Some game functions as described in the Exclusive Rules, are performed.

[5.0] MOVEMENT

GENERAL RULE:

Each type of unit and leader in the game has a Movement Allowance which is listed on the Terrain Effects on Movement Chart (5.19). The number listed for each unit type is the basic number of hexes a unit could move into in a single Movement Phase. Each Player moves his units during the Movement Phase of his Player-Turn.

PROCEDURE:

Units may be moved one at a time, or in stacks, hex-by-hex, in any direction or combination of directions the moving Player chooses. The Movement Phase ends when the Player announces that he has finished moving his units.

CASES:

[5.1] MOVEMENT CONDITIONS AND PROHIBITIONS

[5.11] During its Movement Phase each unit may move as far as its Movement Allowance permits. A unit may never exceed its Movement Allowance although it may move less than its Movement Allowance. A unit is never forced to move during its Movement Phase. Unused Movement Points may never be saved for subsequent Game-Turns or transferred from unit to unit.

[5.12] A unit may not enter a hex containing an Enemy unit during the Movement Phase. An Enemy occupied hex may be entered only during the Melee Phase (see 12.0).

[5.13] Fire Combat does not take place during the Movement Phase unless the moving Player's units trigger withdrawal or retreat fire (see 10.1 and 10.2).

[5.14] Units may move into and out of Enemy Zones of Control (10.0), although they may be subject to withdrawal fire (10.1) when they do so.

[5.15] The number of Movement Points a unit must spend to enter a hex depends on the type of terrain in the hex and the formation the unit is in. The Movement Point Cost to enter each terrain type is listed on the Terrain Effects on Movement Chart (5.19). **Note:** A unit expends Movement Points for the most expensive terrain type when entering a hex with two or more types of terrain (e.g., woods and clear). The type of terrain most beneficial to the defender is used to determine any column shifts in fire combat.

[5.16] Movement from hex to hex must be consecutive; units may not skip hexes.

[5.17] A unit may not be moved or retreat off the map. A unit which would be forced to retreat off the map is captured by the Enemy Player.

[5.18] Retreats conducted during any Phase do not require the expenditure of Movement Points and are not considered movement.

[5.19] Terrain Effects on Movement Chart
(see mapsheet)

[5.2] MOVEMENT OF ROUTED UNITS AND UNITS NOT IN COMMAND

A routed unit or unit which is out of the Effectiveness Radius of its brigade commander may move one hex only, regardless of terrain costs. Such a unit may not change formation, and may not enter the Zone of Control (hereafter ZOC, see 10.0) of an Enemy unit; if already in an Enemy ZOC, it may only move out of the ZOC and into a hex not adjacent to any Enemy units. Brigade commanders which are out of the Divisional Integrity Radius of their division commander may move only one hex (regardless of terrain) unless they have been *detached* (see 17.6).

[6.0] FORMATIONS

GENERAL RULE:

All combat units may be in one or two different formations. Infantry units may be in either Line or Column; artillery units are either *limbered* or *unlimbered*; cavalry units are either *mounted* or *dismounted* (the equivalent of infantry in Line formation). Supply wagons, trains and leaders have no formation. Supply wagons engage in combat as Line infantry. A unit's formation affects the unit's ability to move and engage in combat.

PROCEDURE:

To change formation a unit must expend Movement Points. The Movement Point Cost to change formation is listed under the Formation Change Column of the Terrain Effects on Movement Chart (5.19). Infantry and artillery may change formation at any time during a Friendly Movement Phase while cavalry may only mount or dismount at the end of a Friendly Movement Phase.

CASES:

[6.1] UNIT FORMATIONS

[6.11] Infantry units in *Column* gain increased mobility while sacrificing combat capability. An infantry unit (as well as a limbered artillery unit or a mounted cavalry unit) may move through a road or pike hex occupied by a Friendly unit if and only if the moving unit expends Movement Points to pay for the cost of the other terrain in that hex (i.e., it cannot use the road). Infantry units may use roads, pikes and bridges only when in Column. Infantry in Column may never initiate melee, though they defend normally in melee. Infantry in Column may not engage in fire combat. To designate a unit as being in Column, place a Column Marker on top of it. In instances where there are long lines of infantry in Column, it is necessary to so designate only the lead unit. A unit in Column formation that is fired upon automatically goes into Line formation (this occurs after the combat has been resolved).

[6.12] Infantry units in *Line* formation may move and engage in combat normally. Infantry units are considered in Line at all times, unless otherwise designated (see 6.11). Infantry in Line may not benefit from pikes or roads, nor may they use bridges to cross streams (i.e., the presence of a road, pike, or bridge in a hex is disregarded for the purposes of moving a unit in Line formation).

[6.13] Artillery is either *limbered* or *unlimbered*. When an artillery battery is limbered, it is prepared to move; when it is unlimbered, it is prepared to fire. Unlimbered artillery may only fire; it may not move. When artillery is attacked by melee only the status of the gun crew is considered (see 12.12). (The same applies to small-arms fire, which affects only the gun crew.) Gun crews are considered to be in Line, for purposes of melee, fire combat, and when routed and moved without guns (see 6.11 and 15.1).

[6.14] Cavalry units may operate either *mounted* or *dismounted*. When mounted, they may engage in melee combat (or may charge), but they may only fire if armed with pistols, Colt repeaters, or carbines. Dismounted cavalry units are considered Line infantry for all purposes (except, of course, they cannot go "into column"), and they fire, engage in melee combat, and move as such. Mounted cavalry suffer a one Column adjustment to the right on the Fire CRT when fired upon (see 7.0). Cavalry units are printed on both sides, each side representing either mounted or dismounted status. To change from one to the other, simply pay the cost in Movement Points (see 6.22) and turn the unit over. For special rules pertaining to the ability of mounted cavalry to charge or retreat before combat, see 16.0.

[6.2] CHANGING FORMATION

[6.21] A unit that is outside the Effectiveness Radius of its brigade commander and not stacked with a division commander in the Initial Command Phase may not change its formation during the ensuing Friendly Movement Phase although it could move one hex in some cases (see 17.11 and 5.2).

[6.22] Units pay costs in Movement Points to change formation. Infantry and artillery units may change formation at any time during a Friendly Movement Phase (**Exception:** 6.21), as long as they have the requisite number of Movement Points available. Cavalry units may dismount or mount only at the end of a Friendly Movement Phase provided that they have sufficient Movement Points remaining to perform the operation. Thus, a dismounted cavalry unit that does not have enough Movement Points at the end of the Movement Phase may not mount.

[6.23] If artillery either limbers or unlimbers (changes formation) within range and Line of Sight of any Enemy small-arms unit (excluding supply wagon crew; see 11.1) those Enemy small-arms units may fire at the battery before it changes formation. This fire is a form of withdrawal fire. If, as a result of such fire, the gun crew of the battery is *pinned* or takes a casualty, the battery may not complete its change of formation. This rule may be used regardless of the stacking order (see 8.4) of the artillery unit in its hex, and only the artillery battery is affected (except pinned results).

[6.24] A unit which changes formation in the ZOC of an Enemy unit triggers withdrawal fire from the Enemy unit (see 10.0).

[6.3] UNIT FORMATION EFFECTS ON FIRE COMBAT

[6.31] A unit's formation itself has no effect on defense against fire. Whether a unit is in Line or Column will affect fire only in that a unit in Line will present a different (less vulnerable) facing than a unit in Column (see 7.2).

[6.32] Limbered artillery units may not fire.

[6.33] Infantry in Column may never fire nor initiate melee. Mounted cavalry may have its strength *doubled* when in melee with infantry (see 16.2).

[6.34] Mounted cavalry units may fire through their one frontal hexside if they are armed with pistols, carbines, or Colt repeaters.

[6.35] Routed units are always considered effiladed when fired upon.

[7.0] FACING

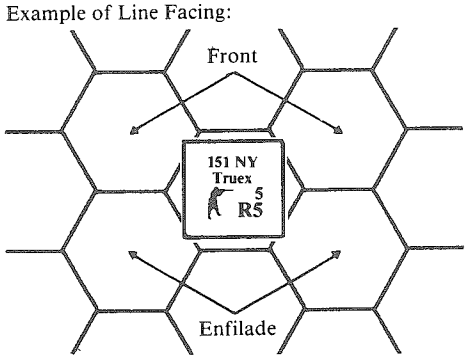
GENERAL RULE:

All infantry, artillery and cavalry units have a specific facing dependent on their formation. Line infantry, dismounted cavalry and unlimbered artillery have three hexsides which are considered to be "Frontal" hexsides, and three which are "Enfilade" hexsides (see following illustration). The "front" of each unit is the top of each unit counter, the top hexside and the hexsides to either side of that top hexside. The three rear hexsides are the "enfilade" hexsides. Infantry in Column, supply wagons, mounted cavalry, and limbered artillery are always considered enfiladed whenever fired upon regardless of the direction of the fire. Mounted cavalry have one frontal hexside, the hex directly at the top of the unit, which they may fire through if armed with pistols, carbines, or Colt repeaters. All other types of units have no facing and thus are considered to present frontal hexsides at all times.

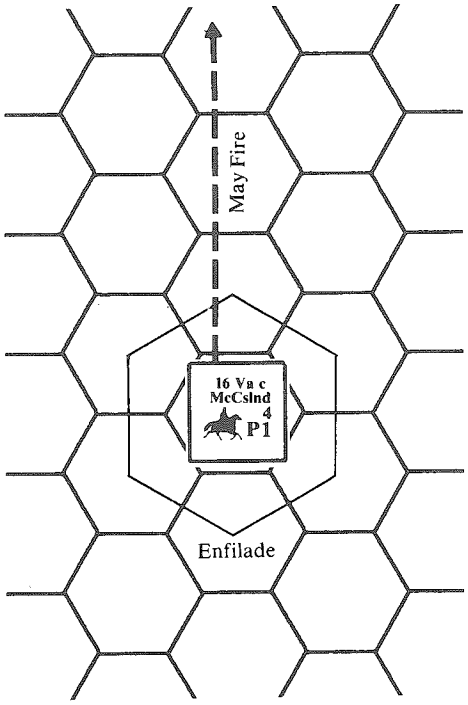
PROCEDURE:

Each unit is so oriented that the top of the unit counter is facing toward a specific hexside and is not situated between two adjacent hexsides. All units stacked in the same hex at the end of a Movement Phase maintain the same facing. A unit moving into a hex assumes the facing of the unit(s) already in that hex.

Example of Line Facing:



Example of Mounted Cavalry Facing:



CASES:

[7.1] EFFECTS OF FACING ON MOVEMENT

[7.11] A unit may move into any adjacent hex regardless of which hex it was facing before it moved. However, a unit must be faced toward the hex (i.e., the top of the counter pointed toward the hex) that unit is to enter (before it is moved into a hex). Thus, a unit may never "back" into a hex. This is important when resolving withdrawal fire (see 10.1).

[7.12] There is no cost in Movement Points to change facing. All units may change facing freely throughout the Friendly Movement Phase. Changing facing is not movement; therefore, units normally restricted in movement (out of Command Radius, for example) may still change facing during their Movement Phases. There is no restriction as to the number of hexsides which may be turned.

[7.13] A unit may change facing only during a Friendly Movement Phase, or after melee.

[7.2] EFFECTS OF FACING ON FIRE COMBAT

[7.21] The Stacking Restrictions Chart (8.18) delineates the maximum number of Strength Points and/or batteries which are stacked in the same hex that may fire out of that hex through a given hexside at the same target or at different targets. The key word in this rule is "hexside": all limits apply to fire through a hexside. **Example:**

Three infantry regiments worth "3" points each are in a clear hex. Only four of these nine points may fire through any one hexside. Four more points (out of the remaining five) may fire through a different hexside, while the last remaining point may fire through the remaining frontal hexside. If one of those units was artillery, four of the infantry points plus all of the guns could fire through the same hexside (see 9.3).

[7.22] Units may fire through only their frontal hexsides.

[7.23] Units may be fired upon through any hexside. A unit which is fired upon through one (or more) of its rear hexsides is enfiladed (see 7.0, General Rule). A unit which is enfiladed by at least one firing Enemy unit has the total Fire Strength being directed against it adjusted one column to the right (in favor of the firing Player). If a Line of Fire bisects a frontal hexside and an enfilade hexside, the unit is considered to be fired on through its frontal hexside.

[7.3] EFFECTS OF FACING ON MELEE

[7.31] A unit may advance only through one of its frontal hexsides into a hex to melee one or more Enemy units.

[7.32] Other than the provisions of Case 7.31, facing has no effect on melee combat. The facing of any units in melee combat may be rearranged by the owning Player(s) when melee is concluded.

[8.0] STACKING

GENERAL RULE:

Generally, units may move through other, Friendly units freely (with the exception of units in Column, mounted cavalry, and limbered artillery; see 6.11). There is no cost in Movement Points to stack or unstack, and stacking restrictions apply only at the end of a Movement or Combat Phase.

CASES:

[8.1] UNIT STACKING RESTRICTIONS

[8.11] The number of units and Combat Strength Points that may occupy any single hex at the same time is dependent on the type of terrain and, for infantry, whether or not the unit is in Column. The Stacking Restrictions Chart (8.18) lists all the limits.

[8.12] For purposes of stacking, the Combat Strength Points of a unit (unadjusted by terrain, etc.) is its number of Stacking Points, with the exception of supply wagons, which are worth four Stacking Points and batteries which are worth one (see 8.13).

[8.13] The number of artillery batteries that may be stacked in a given hex is listed on the Stacking Restrictions chart (8.18). Batteries may be stacked with infantry and other unit types in the same hex; each battery counts for one Stacking Point.

[8.14] Leaders and markers never count against stacking restrictions. Any number of these counters may be in any one hex.

[8.15] A unit may not retreat into or through a Friendly *occupied* hex. If a retreating unit is forced to enter a Friendly-occupied hex, the other units in that hex are displaced and must then undergo a morale check (see 14.3).

[8.16] An infantry unit in Column formation may never move into a hex containing any other combat unit.

[8.17] Mounted cavalry units may never move into a hex containing any other unit *except* other mounted cavalry units and leaders.

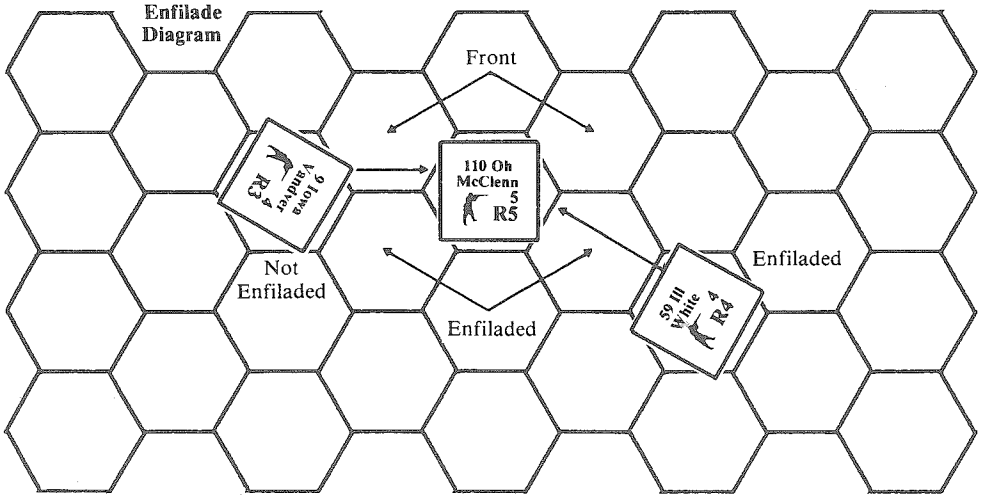
[8.18] Stacking Restrictions Chart
(see mapsheet)

[8.2] EFFECTS OF STACKING ON COMBAT

[8.21] Only the top-most infantry or cavalry unit in a stack takes losses when the hex is fired on. However, if a combat result calls for losses greater than the number of Strength Points possessed by the top unit, the remainder of losses must be taken from the next infantry or cavalry unit in the stack. Thus, if a "1" Strength Point (SP) infantry unit is stacked on top of a "3" SP unit and the units undergo fire with a casualty result of "2," the top unit is eliminated and the bottom unit loses one Strength Point. Artillery only incur losses if no infantry or cavalry units are present in the hex. **Exceptions:** See 6.23 and 8.22.

[8.22] If a stack of units is fired upon by artillery at a range of *three* hexes or greater, the artillery fires separately at (and the die is rolled once for) *each* unit in the hex, top unit first. Any result to one unit affects only that unit. If a unit is routed as a result of combat, all units in the hex must undergo morale checks, even if they do not suffer any losses. All units in the hex take fire before checking for rout.

[8.23] For purposes of Case 8.22, the density rules in 8.3 apply to each individual unit even though they are being affected individually. Thus, if three units, each with 4 Points, were fired on (as in the above Case), when checking for results the Player would adjust two columns to the right for density, even though the individual units are only worth 4 Points. (The stack consists of 12 Points). See also 9.42.



[8.3] DENSITY AND FIRE COMBAT

[8.31] The number of Strength Points in a hex may affect the efficiency of Enemy fire. The more "crowded" the hex, the more effective the Enemy fire will be.

[8.32] In determining the column for Fire Strength on the Fire Combat Results Table, the Player must consult the Density Adjustment Chart (8.35). He looks under the column with the correct number of Strength Points in the hex, and makes any Column adjustment as given.

[8.33] For the purposes of density each artillery battery is worth only one Strength Point. Thus, an infantry regiment of "4" plus a battery with six guns would still be worth only 5 Points for purposes of density.

[8.34] For density purposes a supply wagon is worth four Stacking Points. Leaders and markers have no effect on density.

[8.35] Density Adjustment Chart
(see charts and tables)

[8.4] STACKING ORDER

[8.41] Units may stack, or change their stacking order, only during a Friendly Movement Phase, with one exception: If the top unit runs out of ammunition (see 11.0), the Player may change the stacking order at the end of the Fire Phase in which depletion occured. Otherwise, it remains the same.

[8.42] All units stacked in the same hex must maintain the same facing. Units moving into a hex assume the facing of the unit in the hex.

[9.0] FIRE COMBAT

GENERAL RULE:

Combat units may fire their weapons at Enemy units in accordance with the rules on Range of Weapons, Fire Combat and Line of Sight. Fire occurs during the Offensive and Defensive Fire Phases within each Player-Turn. Fire may also be triggered during the Movement Phase (if a unit withdraws or changes formation) and during the Retreat Before Melee Phase (if a unit retreats). The Fire Combat Results Table has two rows on it, one used for small-arms fire and artillery fire against artillery or supply wagons and the other used when artillery fires on infantry or cavalry. Units are never required to fire.

PROCEDURE:

The firing Player announces which of his units are firing on a given Enemy unit. The Combat Strength of each separate firing unit is modified by the range of that unit from the target unit. The Range Effects Chart details the effect of range on each weapon type. The Combat Strengths of all firing units are totaled together, after the effects of range have been applied. The Total Fire Combat Strength is then located on the Fire Combat Results Table. The CRT column may be modified to the left or right as a result of the defending unit's facing, formation, and the terrain it occupies. A die is rolled and the result of that combat is indicated at the intersection of the CRT column and the row corresponding to the die roll result. After results are applied, a morale check (see 9.8) may be required.

CASES:

[9.1] COMBAT STRENGTH

Each combat unit has its initial Combat Strength and weapon type printed on the counter. As a unit suffers losses, Combat Strength Markers are placed under the unit to indicate its Current Strength (see 3.32). The Combat Strength of a fir-

ing unit may be affected by the range of the unit from its target. The effects of range are summarized in the Range Effects Chart (9.25).

[9.11] Combat Strength Markers are neutral and may be used by both sides. The Combat Strength represents the unit's current manpower, fire strength, melee capabilities, and stacking points.

[9.12] All infantry units and dismounted cavalry have a Fire Strength and Melee Capability equal to their Combat Strength. This is the *Current Strength*, not the Initial Strength given on the counter, although the two can be the same. (See 6.14 and 16.2 for mounted cavalry.)

[9.13] All artillery units have a Fire Strength equal to their Combat Strength value (as modified by their gun crew status); however, melee involving an artillery unit is resolved against its crew. A crew has a Melee Strength of "1" when at full strength and "0" when at reduced strength. (Since melee combat is differential, the "0" can be used mathematically). Artillery crews may never initiate melee; they use their Melee Capability only to defend against melee (see Case 12.25).

[9.14] Artillery fire against infantry or cavalry units is resolved using the Grapeshot row of the CRT. Artillery fire against artillery and supply wagons is resolved using the Small Arms and Counter-Battery row of the CRT (see charts and tables).

[9.15] Units armed with small-arms weapon types always resolve fire combat on the Small-Arms and Counter-Battery Fire row of the CRT.

[9.16] **Fire Combat Results Table**
(see charts and tables)

[9.2] WEAPON TYPE AND RANGE

[9.21] The type of weapon fired by each individual unit is noted on the counter for that unit. Units that have no weapon type may not engage in fire combat. The different weapon types are listed on the Range Effects Chart (9.25).

[9.22] A unit's weapon type delineates how far and how effectively it may fire.

[9.23] Each weapon has a maximum range (in terms of hexes) at which it may fire at an Enemy unit. This range is found on the Range Effects Chart (9.25). No unit may fire at an Enemy unit that is outside the maximum range for that weapon. Calculate by counting the distance, in hexes, from the firing hex to the target hex. The firing unit's hex is not counted as part of the range figure; the target hex is counted. A unit's Fire Strength can be greatly affected by range.

[9.24] Adjacent opposing units may always engage in fire combat against each other, or they may fire at other, more distant units.

[9.25] **Range Effects Chart**
(see mapsheet)

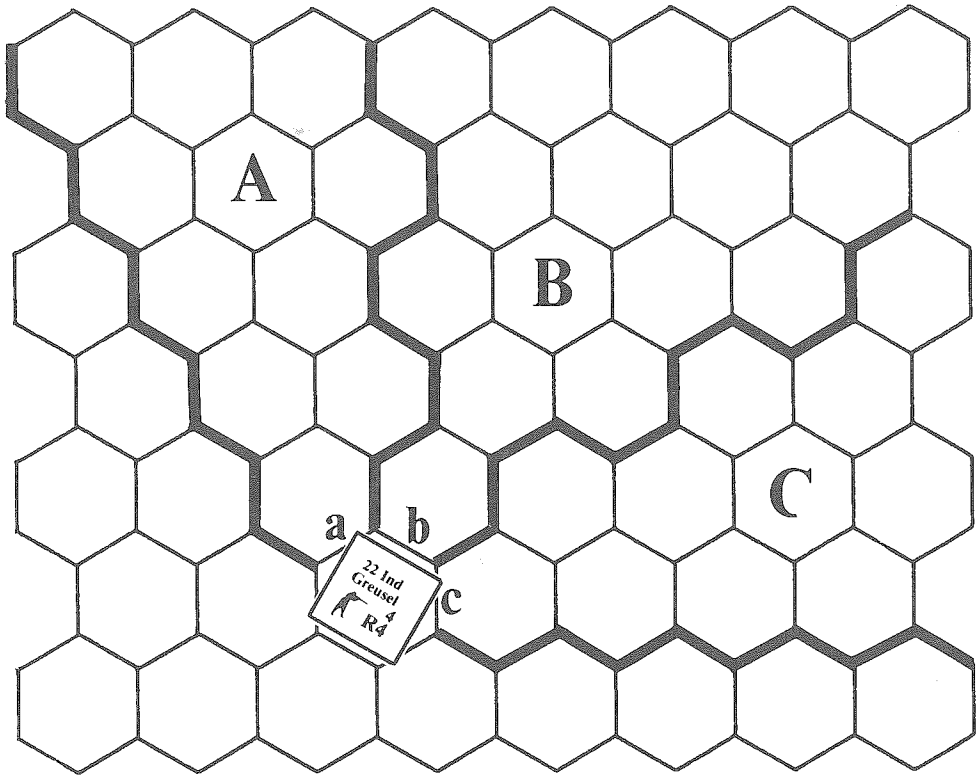
[9.3] FIRE STRENGTH PER HEXSIDE

The number of Combat Strength Points that may fire out of (not into) a given hex is limited to the number of frontal hexsides available to fire through. *Four* Strength Points may fire out of a given hex through any one of its frontal hexsides.

[9.31] The four Strength Points that may fire through a hexside are "Pre-Range Effects Modification Strength Points." Thus, the 4 Points may be doubled, halved, etc. as an effect of range.

[9.32] Artillery is not limited to the number of Strength Points of fire per hexside. Thus, all batteries in a hex may fire out of one hexside (see 7.21).

[9.33] **Hexside Fire Zone Diagram**



[9.4] MULTIPLE UNIT FIRE

[9.41] In fire combat, units firing from different hexes at the same Enemy hex must combine their Fire Strength into one total. Each unit's Fire Strength is computed separately for range, and then all are added together. Infantry Fire Strength and Artillery Fire Strength are never added together; these units always fire separately.

[9.42] When a unit is fired on by both artillery and small-arms, both attacks are resolved before any resulting casualties are applied. (This can be important because the chance of causing a casualty is affected by the *density* of Combat Strength Points in the hex.) All casualties (if any) from both fires are then applied before resolving a morale check, if necessary (see 13.2). (Thus, a unit does not "escape," for example, artillery fire because small-arms fire causes it to rout and run away.)

[9.43] During a Fire Phase, small-arms fire (infantry, etc.) generally affects only the top infantry or cavalry unit in a stack (see 8.21).

[9.44] No unit may be fired upon more than once in any given Fire Phase by small-arms fire, and no unit may be fired upon more than once in a Combat Phase by artillery. A unit may be fired upon by small-arms fire and artillery in any one Fire Phase, but only once by each (exception: 10.2).

[9.45] No unit may fire its entire Fire Strength more than once in any given Fire Phase **(Exception:** See 10.2). However, within any given Fire Phase a unit may choose to split its Fire Strength, directing it at any number of target hexes, as long as the total Combat Strength is not exceeded and the rules of facing are observed. **Example:** An infantry regiment with a strength of 3 may fire with a strength of 1 at three different Enemy hexes or it may fire with a strength of 2 at one hex and 1 at another. Note that the Current Strength is divided, not the Final Fire Strength (which may be the Current Strength augmented by terrain, range, etc.). **Example:** A battery composed of 6 guns can fire at an Enemy unit that is adjacent and one that is ten hexes distant. Four guns (HB) fire at the nearer target (at an Effective Strength of $4 \times 10 = 40$) and two guns fire at the other target (at an Effective Strength of $2 \times \frac{1}{2} = 1$).

[9.46] In splitting units' Fire Strengths, the Combat Strength may not be so divided as to make the Final Fire Strength against any one hex less than 1. **Example:** A battery of six guns could not fire at six individual targets sixteen hexes distant, because the Final Fire Strength would (theoretically) be halved for each of those targets. The battery would have to split its fire among only three of the regiments to produce the necessary one-Point-minimum-per-target. This restriction applies only when splitting Fire Strength; a unit may always fire its whole Strength — no matter how much it is reduced — at a single target.

[9.5] TERRAIN EFFECTS ON FIRE COMBAT

The various terrain features on the map have an effect on the ability of units to withstand fire. A defending unit may derive the benefit of terrain as long as at least one of the firing units is firing through or into that terrain.

[9.51] In fire combat, terrain benefits may adjust the total Fire Strength Column to the left. Effects of terrain are cumulative, but the final net adjustment on the CRT may never be more than two columns in any direction. Thus, you may adjust three to the left and one to the right for a cumulative change of two to the left; but you could not adjust three to the left, as a final result. The CRT column is never adjusted to the left of the last column, and a unit(s) firing with more than 51 Strength Points fires in the "51+" column.

[9.52] A unit adjacent to a crest hexside which is fired on through that crest hexside, derives a defensive benefit from the crest if the firing unit occupies a lower elevation. The Total Fire Strength Column on the Fire CRT is adjusted one column to the left. This benefit is derived if any of the firing units fire through the crest hexside.

[9.53] Units in woods hexes that are fired upon derive a defensive benefit. The Total Fire Strength Column is adjusted one to the left.

[9.54] Roads and pikes have no effect on combat in any way. For any terrain effects, refer to the other terrain in the hex.

[9.55] Other terrain effects on fire (if any) are detailed in the Exclusive Rules.

[9.56] **Terrain Effects on Combat Chart** (see mapsheet)

[9.6] EFFECTS OF FACING AND FORMATION

[9.61] Units may fire only through their frontal hexsides; however, they may be fired on through any hexsides. Units fired upon through their rear (enfilade) hexsides have the total Fire Strength Column adjusted one to the right (see 7.2).

[9.62] Infantry units in Column and limbered artillery may never fire in any Phase. Mounted cavalry may only fire if armed with pistols, carbines or Colt repeaters and then only through their one frontal hexside (see 7.0).

[9.7] LINE OF SIGHT (LINE OF FIRE)

The ability of a unit to fire from the hex it is in to some other hex depends on the terrain between those hexes along the Line of Sight (LOS). An LOS can either be clear or blocked; "having a clear LOS" is defined as the ability to see the target. An LOS is represented by a straight line drawn from the center of the firing unit's hex to the center of the target hex. The LOS may only be blocked (depending on elevation) if it passes through a blocking hex or through a blocking hexside which is not common with or adjacent to either the firing unit's or the target's hex. **Note:** A clear LOS always exists out of a blocking hex containing a firing unit, and into a blocking hex containing a target unit, but generally not (depending on elevation) through a blocking hex. An LOS running along a hexside is blocked only if *both* hexes are blocking terrain.

[9.71] Types of blocking terrain are listed on the Terrain Effects on Combat Chart (9.56). In addition, units, Friendly or otherwise, are considered blocking terrain. Whether blocking terrain actually blocks LOS is dependent upon the elevation of both the firing and defending units.

[9.72] For purposes of determining LOS, Ground Level is considered to be zero feet high. Trees are considered to be 20 feet high, infantry, artillery and dismounted cavalry five feet high, and mounted cavalry and supply wagons ten feet high. Other heights (if any) are specifically indicated on the map.

[9.73] **The Line of Sight Algorithm and the Line of Sight Gauge**

Players may determine the Line of Sight in two ways: they may use the basic algorithm (mathematical expression of the Line of Sight) or they may use the Line of Sight Gauge, which is a graphic representation of the algorithm. Usually, Players will find themselves using the algorithm only to check the occasional "close call" on the gauge.

1. The Basic Algorithm Procedure

A clear Line of Sight exists only if:

$$\frac{H}{D} \text{ is equal to or greater than } \frac{hp-5}{dp}$$

H = Height (in feet) of higher position minus height of lower position.

D = Distance (in hexes) from higher position to lower position.

hp = Height (in feet) of potential obstacle minus height of lower position.

dp = Distance (in hexes) from potential obstacle to lower position.

2. Line of Sight Gauge Procedure

Note that heights are expressed in increments of five feet. Horizontally, distance is measured in undivided yard increments (corresponding to the hexes). On the zero distance line, locate the height of the higher position. Measuring from this point (horizontally, in hexes) locate the height of the lower position. Connect these two points with a straight edge (a transparent plastic ruler is ideal). Now locate the height and distance of any suspected obstacle. Remember that a man adds 5 feet to the height of any level and a woods hex adds 20 feet to the height of any obstacle. If the obstacle is higher than the Line of Sight at the point of intersection, then the Line of Sight is blocked. If the Line of Sight exactly intersects the obstacle, or passes over it, then the Line of Sight is not blocked. If there is any doubt, Players should resort to the algorithm. Note that, technically speaking, the Line of Sight could pass as much as five feet below the obstacle and still not be blocked (this accounts for the average height of a man's musket and the target above the terrain on which the soldiers stand).

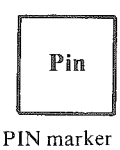
[9.8] RESULTS OF FIRE COMBAT CASUALTIES

Each casualty *number* on the Fire CRT's represents a Strength Point of men killed or one gun destroyed, depending on which type of unit is defending. The other results are "P/R" (Pin/Rout), "P" and "R" which restrict an affected unit's actions.

[9.81] When the Fire CRT yields a numerical result and the target unit is infantry or cavalry, that unit has lost that number of Strength Points. The Player adjusts his Strength Counter and records the loss on his OB Roster. (However, see 9.42). Players should keep an accurate count of losses as they are important for determining who wins the game. A morale check for the affected unit must be made (see 13.0).

[9.82] If an artillery battery is hit by small-arms fire, only the crew is affected. If a battery suffers a result of "1," the gun crew counter is flipped over to its Reduced Strength side; another Point loss and the crew is eliminated. Guns themselves are affected only by artillery fire and each Point in a given result eliminates a gun.

[9.83] When a Pin/Rout (P/R) result is obtained, the Player owning the affected unit must determine which will apply. To do so he first notes the unit's morale (Case 13.1), rolls one die and compares the die roll to the Morale Rating. If it is higher than the Morale Rating, the unit is *routed*; if it is the same as or lower than the rating, the unit is *pinned*. When rolling for P/R results, if the unit has been enfiladed add *one* to the die-roll, and subtract *one* if the unit is stacked with a leader (regardless of the number of leaders); see 17.4.



[9.84] When a unit is pinned, place a PIN marker on top of all the units in the hex the pinned unit occupies. Units in a pinned hex may not move (except to retreat as a result of Melee; not before); nor may they fire in a Friendly Offensive or Defensive Fire Phase. Pinned units may use withdrawal fire (10.1) and retreat fire (10.2). They may not initiate melee, although they may engage in melee when so attacked. They may not retreat before melee. Pinned units have a Zone of Control. If any unit in a stack becomes pinned, all units in that hex are pinned. Routed units may become pinned (and remain routed). Pinned units may change facing but they may not change formation.

[9.85] PIN markers are removed in the Friendly Rally Phase before units are rallied. Once a pinned unit is meleed, it becomes unpinned. Remove the PIN marker from that unit.

[9.86] Leaders may be killed or wounded by Enemy fire (see 17.7). A leader may be pinned, but the leader does not lose his Effectiveness Rating as a result of such a pin. He simply cannot move (except to retreat as a result of melee).

[9.87] A combat result of "P" or "R" requires a morale check for the affected unit. A die is rolled; if the result is *greater* than the unit's morale, it is pinned or routed, respectively. If the result is the same or lower than the unit's morale, there is no effect.

[9.88] Some numerical results are followed by an asterisk (*), which indicates that the affected unit may also become pinned. After the casualty is recorded, a morale check is executed for that unit. If the unit routs, no further action is taken. If the unit does not rout, a second die is rolled; a result greater than the unit's morale level results in the unit being pinned. A result equal to or less than the unit's morale level has no effect.

[10.0] ZONES OF CONTROL

GENERAL RULE:

All infantry units in Line formation, dismounted cavalry, and unlimbered artillery units have a Zone of Control extending into three hexes adjacent to their frontal hexsides. Supply wagons and leaders have no ZOC's. Mounted cavalry exerts a ZOC into all six adjacent hexes. The ZOC's of these units affect withdrawal, retreat, supply, and command. **Exception:** Mounted cavalry ZOC's affect the withdrawal and retreat only of mounted cavalry units (also, see 9.62 and 16.36).

CASES:

[10.1] WITHDRAWAL FIRE

If a Friendly unit leaves an Enemy-controlled hex during the Friendly Movement Phase or the Friendly Retreat Before Melee Phase, the Enemy unit exerting that ZOC may fire at the moving unit before it leaves the hex.

[10.11] Withdrawal fire takes place before the withdrawing unit leaves the hex; i.e., the range is one hex.

[10.12] Withdrawal fire is in addition to any normal offensive or defensive fire. Units may fire withdrawal fire any number of times, subject only to possible ammunition depletion.

[10.13] If there are two (or more) units in the same hex in the ZOC of an Enemy unit and they both wish to withdraw, the Enemy unit may fire once at the stack.

[10.14] If there are two (or more) units in a stack and some (but not all) of the units wish to withdraw, they may do so *without* being fired upon; however, in such a case, the unit(s) remaining in the hex suffers withdrawal fire. In effect, they are covering for the withdrawing unit(s).

[10.15] A unit suffering casualties during withdrawal fire is treated as if it had suffered casualties during any regular Fire Phase; the owning Player must roll for possible rout or leader loss, etc. If a unit suffers a pinned result in withdrawal, it may move one hex and then it becomes pinned. **Important Exception:** See 12.88.

[10.16] A unit may withdraw from an Enemy ZOC through any hexside it wishes, as long as it does not enter an Enemy-occupied hex. However, if in withdrawing the unit presents its enfilade hexsides to the firing unit, the unit firing withdrawal fire then gets the benefit of enfilade fire (see 7.11). **Note:** A unit withdrawing will almost invariably present its enfilade to an enemy unit.

[10.17] Withdrawal fire takes place in the Movement Phase and the Retreat Before Melee Phase, not during any Fire Phase. (A unit that is in the ZOC of an Enemy unit during a Fire Phase and is forced to retreat out of the ZOC during that Fire Phase does not suffer withdrawal fire). Withdrawal fire is not considered part of any Fire Phase, and units that use withdrawal fire may fire regularly during any Fire Phase in that Player-Turn. Withdrawal fire is, in effect, a free shot. **Note:** Remember to check for ammunition depletion.

[10.18] Leaders that withdraw from an Enemy ZOC do not trigger withdrawal fire.

[10.19] When a unit triggers withdrawal fire, it may be fired on once by every eligible Enemy unit. There is no limit to the number of Enemy units which may fire at a withdrawing unit (provided each Enemy unit is eligible). A single Enemy unit may perform withdrawal fire as many times as there are Friendly units which trigger such fire.

[10.2] RETREAT FIRE

A unit that is forced to retreat into the ZOC of an Enemy unit, other than the unit which caused the retreat, may undergo *retreat fire*. The procedure for retreat fire is the same as for withdrawal fire (10.1) with two exceptions: units entering the ZOC trigger the fire, as opposed to units leaving the ZOC (as in withdrawal fire), and retreat fire may occur during the Combat Phase. Each time a unit retreats into the hex of a different Enemy unit, the possibility of retreat fire is triggered; therefore, a retreating unit may be fired on by several Enemy units as it retreats. Retreating routed units that suffer casualties from retreat fire do not roll for additional rout. Enemy units firing on retreating units may only fire once at a given unit during any retreat. Units firing retreat fire must check for ammunition depletion. Retreat fire, like withdrawal fire, is considered a free shot.

[10.3] EFFECT OF ZOC ON AMMUNITION SUPPLY

Units attempting to trace a Line of Supply to their supply wagons (11.23) may not trace this line through an Enemy ZOC, unless the hex is occupied by a Friendly unit.

[10.4] EFFECT OF ZOC ON LEADER CONTROL

Units attempting to trace a leadership radius from a leader to a unit (or another leader) may not trace this line through a hex in an Enemy ZOC unless the hex is occupied by a Friendly unit.

[10.5] EXTENT OF ZONES OF CONTROL

ZOC's do not extend through impassable hexsides. The presence of a Friendly unit negates an Enemy ZOC for purposes of supply and leadership lines. However, the presence of a Friendly unit does not negate an Enemy ZOC for purposes of withdrawal or retreat fire.

[11.0] AMMUNITION SUPPLY

GENERAL RULE:

All units capable of fire combat are subject to ammunition depletion. Artillery ammunition depletion is represented by the number of rounds fired as compared to the total rounds available. When no more rounds are available, artillery may not fire. Small-arms units suffer ammunition depletion as a result on the Fire CRT. These units may be resupplied by being within supply range of a supply wagon. Units that are out of ammunition (ammo depleted) have no ZOC's except for purposes of negating supply and leader effectiveness lines.

CASES:

[11.1] SUPPLY WAGONS

Supply wagons are considered combat units although they are restricted in their capabilities. A supply wagon has two possible statuses; *crewed* and *uncrewed*. The front of the counter shows the wagon and its crew. The crew has its weapon type, morale, and Combat Strength indicated in the same manner as an infantry unit. If the crew is killed or routs away from the wagon, the Wagon Counter is turned over to indicate its uncrewed status, and a Wagon Crew Counter is placed on the map if a rout is called for. An uncrewed supply wagon may not be used to resupply units.

[11.11] A supply wagon crew may never voluntarily abandon its wagon. A Crew Counter is only placed on the map if the crew routs.

[11.12] Supply wagon crews suffer casualties only from small-arms fire, though they may be pinned or routed due to artillery fire. Supply wagons are affected only by artillery fire.

Small-Arms Fire Results:

PIN: The wagon is pinned, and may not resupply units or move.

ROUT: The crew routs. A Wagon Crew Marker is used and the crew routs three hexes. The Wagon Counter is turned over to show that it is crewless.

"1," "2," etc.: The crew is eliminated and the wagon is turned over to show that it is crewless.

Artillery Fire Results:

Pin and Rout results affect the crew in the same manner as small arms.

"1," "2," etc.: This number is used to determine the column on the Ammunition Loss Table (11.34). A die is rolled and cross-indexed with the column to determine the number of Supply Points the wagon loses.

[11.13] Supply wagons are always independent units.

[11.14] Supply wagons have a stacking value of four points.

[11.15] Supply wagon crews may not initiate melee but may defend against melee. Supply crews may not engage in offensive fire (see 12.14).

[11.16] Supply crews do not have a ZOC and are incapable of retreat and withdrawal fire. They may only fire in the Friendly Defensive Fire Phase.

[11.17] Crewed supply wagons may retreat before melee. In other forms of retreat the crew retreats but the wagon doesn't.

[11.18] A wagon may be recrewed if its crew has been eliminated by moving an infantry unit or dismounted cavalry unit onto the wagon and removing one Strength Point from that unit during the Friendly Final Command Phase. The morale and weapon type of the new crew should be noted on the OB Roster. Only one Strength Point may ever be assigned to a wagon and, once assigned, it may not be withdrawn from that wagon and used to augment the strength of another unit.

[11.19] Supply wagons may be captured and recrewed by the Enemy Player. Captured wagons may be used to resupply Friendly units on the Game-Turn after they've been recrewed. Only a cavalry or an infantry unit may capture a supply wagon. Should a wagon be captured its former crew is also removed from play regardless of its location on the game map. The crew loss does not count for Victory Point purposes.

[11.2] SMALL-ARMS AMMUNITION SUPPLY

Infantry, dismounted cavalry, and all other non-artillery units (small-arms units) are subject to possible ammunition depletion each time they fire. Ammunition depletion never affects the ability of a unit to move.

[11.21] Each time a small-arms unit fires and a "1" is rolled on the Fire Combat Results Table, there is a possibility of the unit running out of ammunition. The Player rolls again for each unit that fired in that combat result: if the number rolled is "1" or "2," that unit is considered "ammo depleted." An Ammunition Depletion Marker is placed on top of the unit to indicate its status.

[11.22] A unit out of ammunition may move and engage in melee normally. It may not fire under any circumstances until it is resupplied, and has a ZOC for supply and leadership paths only.

[11.23] To be resupplied, a small-arms unit must be able to trace a supply path to a Friendly supply wagon in its Friendly Resupply Phase. The route of supply is traced from the unit to the wagon and not vice-versa. The supply line is traced using the Movement Allowance and terrain costs of an infantry unit in Column formation (see 5.19, Terrain Effects on Movement Chart). Note that the unit itself does not move; this is simply a method of determining the distance. The route to the supply wagon may not pass through a hex in an Enemy ZOC (unless occupied by a Friendly unit) or through an Enemy occupied hex.

[11.24] Any number of units may be resupplied during a Friendly Resupply Phase, as long as the requirements of 11.23 are satisfied and the supply wagon has the necessary ammunition. The number of units a given supply wagon may resupply is the number of boxes for small-arms ammo on the OB Roster for that wagon (see 11.1).

[11.25] Neither the wagon nor the unit being resupplied may have moved in that Player-Turn.

[11.3] ARTILLERY AMMUNITION

Each Player is limited in the total number of times he may fire each of his artillery batteries. Each time a battery fires, regardless of the number of guns it has, it uses one round of ammunition. The number of rounds available to each battery is the number of battery ammunition boxes on the Player's Order of Battle Roster for that battery. When the battery fires or otherwise loses a round of ammunition, one box is marked off on the battery's ammunition supply to indicate the battery's correct ammo supply.

[11.31] Each time an artillery battery fires, it expends one round of ammunition. When a battery splits its fire, it expends only one round of ammunition.

[11.32] When a battery runs out of ammunition (i.e., all its ammo boxes have been marked off) it may not fire. Such batteries may receive additional rounds of ammunition as per 11.23 if a friendly supply wagon is available to resupply the battery.

[11.33] Players may transfer rounds of ammunition between friendly artillery batteries of the same weapon type. Both batteries involved must spend one entire Game-Turn, without firing, in the same or adjacent hexes. In the Resupply Phase of that Game-Turn the owning Player may redistribute the rounds of ammunition between the two batteries.

If an artillery battery is captured or eliminated in combat, its ammunition supply is likewise eliminated. No use may be made of captured Enemy guns or ammo. **Exception:** See 11.19.

[11.34] Ammunition Loss Table
(see charts and tables)

[12.0] MELEE COMBAT

GENERAL RULE:

Melee combat represents hand-to-hand fighting that takes place when Friendly units attempt to dislodge Enemy units from a given position. Melee occurs in the Melee Phase when a Phasing Player moves a unit (or units) into an Enemy occupied hex. The ensuing combat is mandatory, and the result is obtained from the Melee Combat Results Table. As a result of melee, units may be captured, suffer casualties, be forced to retreat and possibly be routed, or remain engaged in the melee. Melee may occur only in the Melee Combat Phase; it may never occur during any other Phase.

PROCEDURE:

In order for a unit to melee with an Enemy unit, it must begin the Friendly Melee Phase adjacent to that Enemy unit. Then, in the Melee Phase, it moves into the hex with the Enemy unit. The Melee Strengths of the units are compared, and the resulting combat differential is then used in reference to the Melee CRT. The Melee CRT is a "Differential" CRT. The combat ratio is expressed as a difference between the total Strength Points of the attacker (the Phasing Player) and the total Strength Points of the defender. The defender's points (adjusted for leaders and morale) are always subtracted from the attacker's regardless of who has more points. Thus, a defender with "8" Points attacked by a unit with a total strength of "5" would produce a differential of minus three (−3). Differentials lower than −4 or higher than +7 use the −4 or +7 columns, respectively. Note that a unit may adjust a total of 3 Points: one for terrain, one for a leader, and one for morale.

CASES:

[12.1] DEFINITION OF MELEE STRENGTH

[12.11] Infantry and dismounted cavalry units always melee with their Current Combat Strength (which is the same as their Fire Strength).

[12.12] Artillery batteries melee with the strength of their crew. The Melee Strength of a full-strength gun crew is "1." The Melee Strength of a reduced-strength gun crew is "0." (Remember, melee combat uses a differential, so the "0" may be used as comparison figure.) Note that gun crews may never intiate melee (see 12.25).

[12.13] The Melee Strength of a mounted cavalry unit is its Combat Strength at the time of combat. However, if mounted cavalry is charging (see Case 16.2), their Melee Strength is *double* their Combat Strength.

[12.14] Supply wagon crews melee with a strength of one and may not initiate melee (12.96). There is no half-crew status for wagon crews.

[12.2] RESTRICTIONS ON ABILITY TO ENGAGE IN MELEE

[12.21] To engage in melee, a unit must begin the Friendly Melee Phase adjacent to the Enemy unit that is the object of the melee. Furthermore, it must be able to move into the defending unit's hex through one of the attacking unit's frontal hexsides.

[12.22] Units may never fire at one unit in a Friendly Fire Phase and then melee with a different unit in the ensuing Melee Phase. A unit can only melee with a unit at which it fired. If it did not fire in the preceding Offensive Fire Phase, it may melee with any unit within the above restrictions.

[12.23] Melee is not mandatory; simply because a unit is adjacent to an Enemy unit does not require it to engage in melee.

[12.24] Infantry in Column may never initiate melee, although they may be meleed by Enemy units. If a unit in Column is meleed, such a unit goes into Line as soon as melee is resolved.

[12.25] Gun and wagon crews may not initiate melee. **Exception:** If a crew is meleed and an "engaged" result is obtained, the crew may melee in its ensuing Friendly Melee Phase.

[12.26] Units that split fire (see Case 9.4) between two or more hexes may melee units in only one of those hexes. Units may not split their Melee Strength between hexes.

[12.3] EFFECTS OF TERRAIN

[12.31] Any units that enter an Enemy-occupied hex for melee purposes by crossing a stream or moving upcrest have one point subtracted from their total Melee Strength.

[12.32] If units are engaged (i.e., "ENG;" see 12.94) in melee, the only terrain effects which may be applied to that melee would be against additional units joining it.

[12.33] A unit may melee into a hex only if it could move into that hex normally.

[12.4] EFFECT OF LEADERS ON MELEE

Leaders have an effect on melee. If a stack of units, attacking or defending, contains a leader or leaders, that stack may add one Point to its total strength. **Example:** An infantry regiment worth 5 is stacked with a leader and melees with an Enemy regiment worth 2, which is also stacked with a leader. The Final Combat Differentials is +3; the 5 unit add 1 for the leader, for a total of 6, but the defending unit also has a leader (2 + 1 = 3). Only one leader per side may be used in the melee regardless of the number of leaders in the hex.

[12.5] EFFECTS OF MORALE AND ROUT ON MELEE

[12.51] If a routed unit defends against melee, that unit defends at *one-half* its Current Strength rounded down. Routed units may not initiate melee; if "engaged" in melee, a routed unit must retreat from melee, if possible. If the routed unit cannot retreat from the melee without entering an Enemy ZOC, it is captured.

[12.52] If, in a melee, the unit with the lowest morale in a stack of Friendly meleeing units has a morale rating that is at least two Points higher (better) than the highest morale rating of an Enemy unit that is in the same melee, the Friendly meleeing units add *one* to their strength. **Example:** Two Union units, both with a morale rating of "2," initiate melee against two Confederate units, with morale ratings of "4" and "5." Because the lowest-rated CSA unit (4) is two better than the highest-rated Union unit (2), the Confederate Player adds one to his Melee Strength for that melee.

[12.6] MELEE AND FIRE COMBAT

Neither Player may have a unit fire into a hex in which units are engaged in melee.

[12.7] STACKING IN MELEE

[12.71] The maximum number of units and/or Strength Points that a Player may have conduct a melee in a single hex is listed in the Stacking Restrictions Chart (8.18).

[12.72] If the defending Player has more units (or Strength Points) than are allowed for melee, the Strength Points over the maximum do not participate in the melee; however, they are affected by such combat in all respects. The attacker may not enter a hex to melee with more Strength Points than are allowed by the Stacking Restriction Chart (8.18).

[12.73] Stacking limits in melee apply to each side separately. Thus, both Players may each have up to the maximum strength limit for that hex.

[12.74] If infantry or dismounted cavalry is stacked with a gun crew in melee, losses are taken from the infantry/cavalry before the gun crew, regardless of the stacking order of the units. Otherwise, losses are distributed at the option of the owning Player.

[12.75] Friendly units occupying different hexes may enter the same hex to melee Enemy units there.

[12.76] Units may not move through a hex where units are engaged in melee.

[12.8] RETREAT BEFORE MELEE

During the Retreat Before Melee Phase, the attacking Player (i.e., the Player whose Melee Phase immediately follows the Current Retreat Before Melee Phase) must announce which defending units he intends to melee. The defending Player must either immediately exercise his option to retreat before melee (if it is available to him), or declare that he will accept the melee.

[12.81] The non-Phasing (retreating) Player may move any units subject to melee one or two hexes away from the hex they are in.

[12.82] Retreating units may not enter an Enemy ZOC.

[12.83] Units that retreat before melee are subject to withdrawal fire. The owning Player must conduct a morale check for retreating units (before melee), regardless of whether or not they are fired upon by withdrawal fire. **Exception:** see 12.84.

[12.84] Mounted cavalry units (see Case 16.1) may retreat before melee without drawing withdrawal fire. They are simply moved the one or two hexes. A morale check is not required.

[12.85] Phasing units may be advanced into a hex vacated by a unit retreating before melee by any units that were going to melee the retreating units. The advancing units are still bound by the Stacking Restrictions Table (8.18). A unit so advancing may not initiate melee in that Game-Turn.

[12.86] Unlimbered artillery may not retreat before melee.

[12.87] A pinned or routed unit may not be retreated before melee.

[12.88] A unit which a Player attempts to retreat before melee which is "pinned" by withdrawal fire may not be retreated. Thus, it is forced to stand and accept a melee attack.

[12.89] A unit may retreat before melee regardless of whether or not it is in command.

[12.9] RESULTS OF MELEE COMBAT

As a result of melee, units/Strength Points of both sides may be captured, suffer casualties, be forced to retreat, or remain engaged.

[12.91] A "K" result on the melee CRT means that one Strength Point from the side affected has been eliminated. A "K" result on an artillery unit results in a loss to the battery's gun crew. If the crew has previously taken one loss, a "K" result eliminates the battery.

[12.92] A result of "R" plus a number (e.g., R2) means that the affected unit(s) must retreat the given number of hexes. At the end of the retreat, the owning Player conducts a morale check. The path of retreat is generally away from Enemy lines and toward one's own lines (see 14.0). Unlimbered artillery units may not retreat, and any such retreat result on the Melee CRT means that all guns, plus the gun crew in that hex have been captured. Units may not retreat into hexes containing impassable terrain, Enemy units *or* Enemy ZOC's. Units which cannot retreat legally are captured.

[12.93] A result of "C" plus a number indicates the number of Combat Strength Points that have been captured. The affected unit is reduced by that number of Strength Points as if it were a normal casualty, except the loss is recorded on the OB Roster as a capture, not a kill. Captured Strength Points/guns are more costly, in Victory Points, to lose. Prisoners cannot escape nor guns be recaptured. Any "C" results against an unlimbered artillery unit results in all guns and men being captured.

[12.94] A result of "Eng" means that all units in that hex are engaged; i.e., the fighting is still raging. Engaged units may neither fire nor move, nor may that hex be fired upon by other unengaged units. Engaged units have no ZOC's. Leaders that are "engaged" may not rally other units; nor do they have Effectiveness Radii. Other units may not move through a hex containing engaged units, although units may be moved into the hex. A counter indicating that the meleeing units are engaged is placed on the units. In the ensuing Player-Turn, the former defending Player has the following options:

1. He may fight another melee in his Melee Phase with the same units, recomputing the differential, or,

2. He may, within stacking restrictions, bring in more units and fight another melee as in 1; or,

3. He may choose to retreat his engaged units two hexes, checking their morale at the end of the retreat. Units retreated from a melee do not suffer withdrawal fire from the enemy unit(s) with which they were engaged. Note that this is different from retreat before melee. There is no advance by the unit(s) left in the hex. A Player may choose to retreat one or more units. Unlimbered artillery may not be retreated. Option 3 may not be combined with options 1 or 2.

[12.95] A result of "Rpls" indicates that the Phasing Player must retreat 2 hexes, then roll for leader loss on the Leader Casualty Table (17.76), if a leader is present, and then perform a morale check for the affected unit(s). The non-Phasing Player does not retreat although he rolls for leader loss and performs a morale check for his affected unit(s).

[12.96] If a pinned unit, supply wagon, or any artillery unit is involved in melee and the result is engaged, that unit may then melee in its Friendly Melee Phase, as per 12.94. This is an exception to the rule that certain units may not initiate melee.

[12.97] If, in a melee combat, the result is such that both sides are totally eliminated (either through a "K" or "C," etc.), ignore that result and consider the units engaged.

[12.98] **Melee Combat Results Table**
(see charts and tables)

[13.0] MORALE AND ROUT

GENERAL RULE:

Each combat unit possesses a morale rating. A unit's Morale Rating is used for two purposes: adjusting melee strengths and determining whether or not a unit will rout. A morale check must be made for a unit each time it suffers a casualty (e.g., "1"), "R," "P/R," or #* result on the Fire Combat Results Table, and whenever it retreats before melee or receives an "R" result in melee. Routed units are forced to retreat and they remain routed until rallied. Routed units are restricted in what they can do.

CASES:

[13.1] MORALE RATINGS

[13.11] Each combat unit has a Morale Rating, consisting of a number from "5" (best) to "1" (worst); see the sample units (3.31).

[13.12] Some units may have a printed Morale Rating of "?". These units are considered "green" (see 13.14).

[13.13] Numbered Morale Ratings are permanent; they never change.

[13.14] Green units (those units with a "?" Morale Rating) have an unknown Morale Rating. It remains unknown until such a unit has its first taste of combat (known as "Seeing the Elephant"). When a green unit "Sees the Elephant" for the first time (i.e., something happens that requires the owning Player to conduct a morale check or the unit is involved in melee combat), the Player immediately refers to the Seeing the Elephant Table (13.15). He then rolls two dice to determine the Morale Rating of the green unit. The Morale Rating is now the permanent rating for that unit; it should be recorded on the OB Roster.

[13.15] **Seeing the Elephant Table**
(see charts and tables)

Rout

[13.2] WHEN UNITS ARE ROUTED

[13.21] When there is a possibility that a rout will occur, the Player with the affected unit checks the Morale Rating of the unit (remember 13.14) and rolls a die. If the number rolled is greater than the unit's Morale Rating, that unit has routed. A Rout Marker is placed on a unit that is routed and removed when it is rallied.

[13.22] *All* casualties are taken prior to determining rout.

[13.23] If a unit is stacked with a leader, subtract *one* from any morale check die-roll.

[13.24] If a unit has suffered *greater than* 50% losses (from its initial strength) add *one* to the die-roll.

[13.25] Unlimbered guns never rout. However, their crews may rout, thus abandoning the guns (see 15.16).

[13.26] Any time a unit's morale is checked as a result of Enemy fire, and that unit has been enfiladed by the Enemy fire, add *one* to that morale check die roll result.

[13.3] EFFECTS OF ROUT

[13.31] Units that are routed *must* retreat three hexes (not an expenditure of Movement Points), in addition to any other retreats that may have been mandated in that Combat Phase. Units unable to retreat those three hexes for any reason (terrain or Enemy units) are captured.

[13.32] Routed units may not engage in any kind of Fire Combat. They may not initiate melee and if forced to melee they melee at half-strength (rounded down). Routed units have a Movement Allowance of one hex per turn, regardless of terrain cost. Routed units may not retreat before melee, and they have no Zone of Control.

[13.33] A unit that is routed and suffers additional casualties while in a state of rout will rout again. Routed units suffering a second rout result (e.g., from a P/R result on the Fire CRT) must retreat an additional three hexes, remaining routed. Routed units that become pinned are both pinned and routed; but a pinned unit that routs is no longer pinned—it is routed.

[13.34] Leaders are never routed. They are not affected in any way by a rout result. (However, see 13.43).

[13.4] EFFECTS OF STACKING ON ROUT

[13.41] If there is more than one unit in a hex for which a morale check is necessary, each unit is checked separately.

[13.42] If only the top unit is affected by the combat (as in fire), that unit's morale is checked first. If there is no rout, the morale of the units beneath it is not checked. If the top unit routs, the morale of all units under it must be checked. Furthermore, if the top unit is eliminated entirely, the morale of the unit beneath it must be checked as if it were the top unit.

[13.43] All units in a hex receive the benefit of any leader in a hex. Leaders in a stack may choose to retreat with a routed unit or remain with the unit beneath (and take their chances there).

[13.44] If a stack suffers casualties from artillery firing from a range of three hexes or greater, the morale of all units in the hex is checked.

[13.5] RALLY

[13.51] Routed units remain routed until they are rallied in a Friendly Rally Phase.

[13.52] Non-independent units (except batteries) are rallied under the following circumstances:

1. They are stacked with any Friendly leader; *or*

2. They are within the Effectiveness Radius of the brigade commander for that unit and that brigade commander expends a Rally Point (see 17.13) to rally that unit.

[13.53] The Effectiveness Radius may not be traced through Enemy combat units, Enemy ZOC's (although the presence of a Friendly unit in that hex negates the effect of such a ZOC) or impassable terrain.

[13.54] Routed artillery gun crews, supply wagon crews, and independent units may rally without leaders. If such a unit has been routed, the Player rolls one die during the Rally Phase. If the die roll result is higher than the unit's Morale Rating, the unit remains routed. Otherwise, the unit rallies. Thus, an independent unit with a Morale Rating of "4" would be rallied on a roll of "4"or less. Leaders may rally these unit types only by being stacked with them in the Rally Phase.

[14.0] RETREATS

GENERAL RULE:

Units may be forced to retreat as a result of rout or as a direct result from the Melee CRT. The number of hexes retreated depends on the combat result that applies. Players must observe certain restrictions when retreating units.

CASES:

[14.1] RESTRICTIONS ON RETREATS

A unit may not be retreated through an Enemy unit or an impassable hexside. If unable to retreat because it is completely surrounded by Enemy units, impassable terrain and/or the edge of the map, it is captured.

[14.2] RETREATING THROUGH ENEMY ZOC'S

Units may be retreated through or into hexes in Enemy ZOC's. However, they may thereby be subject to retreat fire (10.2). **Exceptions:** See 12.82 and 12.92.

[14.3] PRESENCE OF FRIENDLY UNITS AND RETREAT

A unit may not be retreated through a hex containing a Friendly unit if there is another path open to it (unless that path includes a hex(es) in an Enemy ZOC). If the unit must be retreated onto or through a Friendly unit, that Friendly unit is retreated one hex and the owning Player must conduct a morale check. (If the unit retreated onto is already routed, it "routs" again and must be retreated an additional three hexes). The retreat must be onto a vacant hex if possible; if not, the third unit in turn is retreated one hex and the owning Player must conduct a morale check for that unit. In this manner, a "chain reaction" of retreats and routs is theoretically possible. Artillery crews retreat away from their unlimbered batteries when forced to retreat. The battery remains in the hex unless captured by the Enemy. If a stack is displaced, a morale check is performed on the top unit. If it does not rout, the other units need not make morale checks.

[14.4] THE PATH OF RETREAT

All retreats are conducted by the owning Player. In determining the path of retreat, Players should attempt to follow the terrain of least resistance, (i.e., the "cheapest" in terms of Movement Points), away from Enemy and toward their own lines. The retreating unit must always end its retreat the number of hexes it is mandated to retreat away from the hex in which it began the retreat. It may not enter the same hex twice during any one retreat. In anomalous situations use common sense; however, the retreating Player has the final say. Players should note here that there is usually no advance after retreat by a Friendly unit into an Enemy-vacated hex, unless such retreat is a retreat before melee (see 12.8). The specifics of retreat paths are described in the Exclusive Rules.

[15.0] RESTRICTIONS ON ARTILLERY MOVEMENT AND FIRE

GENERAL RULE:

Artillery units may either move or fire in any one Player-Turn. They may not do both. Once an artillery unit has fired, it may not move, and once an artillery unit has moved, it may not fire. However, if an artillery unit does not move but changes formation (from limbered to unlimbered), it may fire.



CASES:

[15.1] ARTILLERY GUN CREWS

Each artillery unit includes a battery crew. These are men who actually service and fire the cannon. Artillery crews do not count for stacking and are considered line infantry for all purposes (see 6.13).

[15.11] Gun crews suffer casualties only as a result of melee or small-arms fire, though they may be routed or pinned as a result of artillery fire. Combat results achieved by artillery fire affect the guns only, leaving the gun crew intact.

[15.12] Each gun crew can sustain a maximum of *two* step-losses. When a battery's gun crew takes a 1 Strength Point loss, that battery's crew counter is turned over to the ½-crew side. When the gun crew loses a second Strength Point, the crew is eliminated and the battery is removed from play and considered eliminated (not captured) for Victory Point purposes.

[15.13] When a gun crew is at one-half strength, the current fire strength of the battery is halved (round fractions up). A battery with a ½ crew may limber, move, and unlimber normally.

[15.14] The Melee Strength of a battery is "1" with a full crew and "0" with a ½ crew (see 12.12).

[15.15] Gun crews may not be transferred from unit to unit or replaced in any way.

[15.16] When an unlimbered artillery crew is routed, the crew routs but the guns remain in the original hex. When limbered the entire battery is moved in rout movement.

[15.2] EXPLODING CAISSONS

Any time that an artillery battery is hit by artillery fire and suffers a loss of "1," "2," etc., there is a chance that some ammunition is lost, too. (The shells hit the caissons, blowing up the ammo.) In such a case, the Player suffering the loss rolls a second die; if he rolls a "1," then a caisson has been hit. The Player now rolls one die again; the resultant number is the number of Ammunition Points lost.

[16.0] SPECIAL CAVALRY RULES

CASES:

[16.1] CAVALRY RETREAT BEFORE MELEE

Unrouted mounted cavalry units in danger of being melee attacked solely by infantry or dismounted cavalry may refuse melee and retreat one or two hexes. Unlike normal Retreat Before Melee (see 12.8) a morale check is not necessary and there is no withdrawal fire. However, if the cavalry unit is retreated into a hex in an Enemy ZOC, it must undergo possible retreat fire. Dismounted cavalry units retreat before melee as if they were infantry.

[16.2] CAVALRY CHARGE

Mounted cavalry units may engage Enemy units in type of melee called Cavalry Charge. A charge may be conducted only through the cavalry unit's one front hexside.

[16.21] Mounted cavalry may charge any unit, including other mounted cavalry.

[16.22] The unit(s) being charged may not be in a certain type of terrain hex or behind certain terrain hexsides. The terrain types which cavalry may not charge into, through or across are listed in the Terrain Effects on Combat Chart (9.57).

[16.23] To mount a charge, the cavalry units must begin the Friendly Movement Phase no more than four hexes from the target hex. A cavalry unit more than *four* hexes from a target hex may not charge that target hex during that Player-Turn, although it may melee normally.

[16.24] In order to conduct a charge, the owning Player moves a mounted cavalry unit that is situated in accord with Case 16.23 adjacent to the target hex. If it is still adjacent at the beginning of the Melee Phase, it may then charge, participating in the Melee Combat at twice its Combat Strength. Thus, a mounted cavalry unit that would normally melee at 2—its given Combat Strength—would charge with a Melee Strength of 4.

[16.25] Cavalry units conducting a charge are automatically routed after the completion of the Melee Combat resulting from the charge. They may be rallied in the normal manner.

[16.26] Units being charged (except mounted cavalry) may not retreat before melee. Mounted cavalry units may retreat before melee in the face of an enemy charge, in which case the charging units are not routed.

[16.27] Charging cavalry that incur an "engaged" result are still automatically routed after completion of the melee.

[16.3] SPECIAL MOUNTED CAVALRY RULES

[16.31] A mounted cavalry unit has a ZOC (for the purposes of Enemy supply and Leader Radius paths) that comprises all six surrounding hexes.

[16.32] Mounted cavalry meleed by infantry and/or dismounted cavalry defends at twice its Current Strength.

[16.33] When one mounted cavalry unit charges another mounted cavalry unit, they both melee with their Current Strengths. Neither attacker nor defender doubles its strength.

[16.34] Mounted cavalry units may only fire through their one frontal hexside and only then if armed with pistols, Colt repeaters, or carbines.

[16.35] Mounted cavalry units are *always* enfiladed when fired upon, regardless of their facing.

[17.0] LEADERSHIP

GENERAL RULE:

For combat units and brigade commanders to function at their full potential, they must be under the command of their immediately superior leader. Leadership affects the ability of these units to move, engage in melee combat, and engage in offensive fire. Leaders also affect morale checks and rally.

PROCEDURE:

In the Initial Command Phase, the Phasing Player examines his brigade commanders to determine which are in the Division Integrity Radius of their division commander, which are independent, and which will be attached or detached from that division for the ensuing Game-Turn. The Phasing Player then examines his combat units to determine which are in command (within the Effectiveness Radius of their brigade commander, stacked with a leader, or independent). Brigade commanders that are not independent and not detached and are out of Divisional Integrity Radius of their division commander may only move one hex. Combat units which are out of the Effectiveness Radius of their brigade commander and not independent or stacked with a leader may move one hex (only), may not fire in the Friendly Offensive Fire Phase and may not initiate melee in the Friendly Melee Phase.

CASES:

[17.1] BRIGADE COMMANDERS

Brigade commanders are brigade leaders, controlling all regiments assigned to a brigade. All regiments within a brigade, and each regimental command unit has the name of its brigade commander printed on the counter. Brigade commander counters have three Rating Numbers. The first is that brigade commander's Effectiveness Radius, the second is his Rally Rating, and the third is his Divisional Integrity Radius should that leader be

required to become a divisional leader as a result of promotion (see 17.8). Brigade commanders may only affect subordinate units and units of any command that are stacked with that leader.

[17.11] The Effectiveness Radius is the maximum number of hexes a unit may be from its brigade commander during the Initial Command Phase in order to have full movement and combat capability. A unit that is not within that Radius may be moved only one hex during that Game-Turn's Movement Phase. Furthermore, such a unit may not fire during the Offensive Fire Phase and may not initiate melee (unless already engaged in one) or change formation. However, such units may still fire defensive, withdrawal, and retreat fire and still exert a ZOC.

[17.12] The Effectiveness Radius of a brigade commander may be augmented by his divisional commander. A brigade commander that is within the Divisional Integrity Radius of his division commander may have his Effectiveness Radius increased by that commander, if the commander possesses the necessary Command Points (see 17.2).

[17.13] Brigade commanders' Rally Ratings are used to rally routed units during the Friendly Final Command Phase. For each Point in his Rally Rating a brigade commander may rally one regiment in his command that is within that brigade commander's Effectiveness Radius. Any units stacked with a brigade commander, including any not in his command, are automatically rallied at no cost in Rally Points.

[17.14] If all the subordinate units of a brigade commander have been eliminated, that brigade commander may still command any units with which he is stacked.

[17.2] DIVISION COMMANDERS

Division commanders are leaders responsible for the movement and detachment of brigade commanders and their brigades. Division commander counters have two Rating Numbers. The first is that commander's Divisional Integrity Radius and the second is his Command Points Rating.

[17.21] The Divisional Integrity Radius is the maximum number of hexes a subordinate brigade commander may be away from his division commander and still be able to move. A brigade commander which is outside that Radius and not detached or independent may move one hex (only) during the Friendly Movement Phase, regardless of terrain.

[17.22] A division commander may expend his Command Points to increase the Effectiveness Radius of subordinate brigade commanders. During the Initial Command Phase the commander expends his Command Points to augment those subordinate brigade commanders which are within the Divisional Integrity Radius of that commander. One Command Point is expended for each hex added to the brigade commander's Radius. A commander may split his Points among several brigade commanders so long as all the brigade commanders are within the Divisional Integrity Radius of that commander. A brigade commander may have his Effectiveness Radius increased by only one commander at a time.

[17.23] Division commanders may command combat units which are stacked with that commander during the Friendly Initial Command Phase. These units may be from any brigade and function normally for that entire Player-Turn.

[17.3] OTHER COMMANDERS

There may be other commanders in a game and the effects of these commanders are detailed in the Exclusive Rules for that game.

[17.4] EFFECT OF PRESENCE OF LEADERS ON MELEE AND MORALE

Any unit stacked with at least one leader during a melee has one point added to its Melee Strength. Players subtract one from the die roll on morale checks for any unit stacked with a leader.

[17.5] LEADER STACKING RESTRICTIONS

[17.51] There is no limit to the number of leaders that may be in a given hex. However, only *one* leader can affect a unit in that hex regardless of how many leaders are in that hex.

[17.52] Leaders must always end a Movement Phase stacked with a combat unit, with one exception: If the leader is five or more hexes distant from the nearest Enemy unit at the completion of all movement, it may remain in the hex alone.

[17.53] If a leader is stacked with a combat unit(s) that is eliminated by Fire Combat—and the leader does not suffer a casualty—the leader is immediately placed on the nearest combat unit in his command. If, as a result of fire or melee, a leader is alone in a hex that is surrounded by Enemy units, Enemy ZOC's and/or impassable terrain, that leader is captured.

[17.54] A leader is automatically captured if he is the only unit in a hex that is occupied by an Enemy combat unit.

[17.6] DETACHMENT AND ATTACHMENT OF BRIGADES

Brigades subordinate to one divisional commander may be reassigned to another division commander. A division may only detach one of its original brigades at any one time and may only have one brigade from another command attached to it at any one time. Thus, a division which began the game with 3 brigades may be composed of as few as 2 brigades (3 − 1) or as many as 4 (3 + 1).

[17.61] Brigade detachment occurs in the Initial Command Phase. To detach a brigade the Player verbally announces which brigade is detached for the coming Game-Turn for each division capable of detaching a brigade.

[17.62] To be detached, the brigade commander of the detaching brigade must be within the Divisional Integrity Radius of his division commander during the Initial Command Phase of the Friendly Player-Turn. Once detached that brigade commander and the units subordinate to him may move independently or may be attached to another division.

[17.63] A given division may only have one of its original brigades detached at any one time and may only have one "non-original" brigade attached to it at any one time. If a brigade commander is out of the Divisional Integrity Radius of his division commander during the Initial Command Phase, that brigade commander is out of command, not detached.

[17.64] A brigade may be attached to a divison other than the one it was assigned to at the start of the game if that brigade commander is within the Divisional Integrity Radius of the division commander during the Initial Command Phase. The owning Player states that the brigade is being attached. Only one brigade may ever be attached to a division although during the course of the game the brigade which is attached may be changed.

[17.65] Attaching and detaching brigades is a voluntary action. A division's brigades are never detached simply because that division commander has been killed or a brigade commander is out of divisional integrity.

[17.66] Independent brigades ("Indpnt" on the brigade commander's counter) may be attached to a division, but an independent brigade commander functions normally without needing a division commander.

[17.67] A brigade which has reached its Brigade Combat Effectiveness Limit may not be detached from its division, although it may be attached to a division if it is currently detached.

[17.68] All units in a detached brigade are still subordinate to that brigade commander (not independent).

[17.7] LEADER CASUALTIES

[17.71] Leaders may be killed, wounded or captured as a result of being involved in combat.

[17.72] Whenever a leader is stacked with a unit that suffers a combat casualty, the (owning) Player rolls two dice and refers to the Leader Casualty Table (17.76), following the instructions therein. Each leader in a hex is rolled for separately. Leader loss is checked before morale checks are conducted for the units in the hex.

[17.73] If a leader becomes a casualty, he is immediately removed from the game and the status of that leader, either killed, wounded or captured, is noted on the OB Roster for Victory Point purposes. If a leader is the only Friendly counter in a hex after a melee (or there are other leaders), it may not retreat; it is captured.

[17.74] Leaders never rout, although they may retreat with units that do rout.

[17.75] An Enemy leader alone in a hex is instantly captured at any point if a Friendly unit is moved into that hex.

[17.76] **Leader Casualty Table**
(see charts and tables)

[17.8] BATTLEFIELD PROMOTIONS

Because of casualties, brigade and division commanders may have to be replaced from the lower ranks and other leaders promoted in their place. New leaders are placed on any unit of their command during the next Friendly Final Command Phase after the leader was removed from play.

[17.81] If a brigade commander is killed, wounded, or captured, flip the Leader Counter over to reveal the Replacement Counter for that brigade. These represent brigade-level brigade commanders that take command when the original leader is lost.

[17.82] If a replacement brigade commander is killed, wounded, or captured, the counter is not actually removed from the game. Instead it is simply redeployed on the map during the next Final Friendly Command Phase and the loss is recorded on paper. (The Replacement Counter then represents a different individual who has risen to brigade command.) There is no limit to the number of times a replacement leader may become a casualty and then be replaced. Victory Points are scored for the elimination of replacement leaders in the same manner as a regular brigade commander.

[17.83] If a division commander is killed, wounded, or captured, a brigade commander that is subordinate to the eliminated leader is promoted in his place. A new leader would then replace the promoted brigade commander. In this case the promoted leader would be one of the anonymous brigade replacement leaders. This promotion happens during the Final Command Phase. Promotion priority is detailed in the Exclusive Rules.

[17.84] All promotions take place at the end of the Friendly Final Command Phase of the Game-Turn in which the promotion is necessary, regardless of when the leader needing replacement was removed.

[17.85] When a brigade commander is promoted to division commander, he has a Divisional Integrity Radius but *no* Command Points.

[18.0] BRIGADE COMBAT EFFECTIVENESS

GENERAL RULE:

Brigade Combat Effectiveness (BCE) is a numerical measure of the morale of each brigade. A given brigade's BCE may be reduced by various factors (e.g., casualties, ammo depletion) as listed in the Exclusive Rules. Reduction of the BCE beyond a certain degree (which varies from brigade to brigade) will result in a unit, "losing BCE." The effects of BCE loss are described in the Exclusive Rules.

PROCEDURE:

Each brigade is listed on the OB Roster, and for each there are a number of blank boxes. Each time the strength of an infantry or cavalry unit of a given brigade is reduced, that brigade's BCE is reduced. The reduction is indicated by marking one (or more) box(es). When all the boxes to the left of the Victory Point award have been marked, that brigade has lost its Brigade Combat Effectiveness.

[13.15] SEEING THE ELEPHANT TABLE

(Green Units only)

DICE	Morale Rating
2	4
3	3
4	1
5	4
6	2
7	3
8	1
9	3
10	2
11	5
12	4

Use two dice. See Case 13.14 for an explanation of how table is used.

[17.76] LEADER CASUALTY TABLE

	"K" melee	Small-arms	Artillery	"C" melee	"Rpls" melee
Wounded:	6	5	3	–	2
Killed:	2 *or* 12	2 *or* 12	2	–	12
Captured:	–	–	–	2-4	–

Use *two* dice. The numbers listed are the numbers needed to be rolled on two dice in order for the listed result to apply.

STANDARD GAME-TURN SEQUENCE OF PLAY

1. **First Player-Turn**
   - A. Initial Command Phase
   - B. Movement Phase
   - C. Defensive Fire Phase
   - D. Offensive Fire Phase
   - E. Retreat Before Melee Phase
   - F. Melee Phase
   - G. Ammunition Resupply Phase
   - H. Rally Phase
   - J. Final Command Phase
2. **Second Player-Turn**
3. **Game-Turn Record Interphase**

Note: See the Exclusive Rules for additional Phases or Interphases.

GREAT BATTLES OF THE AMERICAN CIVIL WAR

STANDARD RULES CHARTS & TABLES

[9.16] FIRE COMBAT RESULTS TABLE

Total Fire Strength Directed into Hex

Grapeshot	3 or less	4 to 8	9 to 11	12 to 15	16 to 21	22 to 28	29 to 35	36 to 43	44 to 52	53 to 62	63+
Small-arms and Counter-battery	**0 or less**	**1 to 3**	**4 to 6**	**7 to 10**	**11 to 14**	**15 to 20**	**21 to 27**	**28 to 34**	**35 to 42**	**43 to 50**	**51+**
DIE											
1	–	–	–	–	P	R	P/R	1	1	1	1*
2	–	–	–	P	R	P/R	1	1	1	1*	2*
3	–	–	P	R	P/R	1	1	1	1*	2*	2*
4	–	P	R	P/R	1	1	1	1*	2*	2*	2*
5	–	P/R	P/R	1	1	1	1*	2*	2*	2*	3*
6	P/R	1	1	1*	1*	1*	2*	2*	2*	3*	3*

= Lose indicated number of Combat Strength Points/guns and make a Morale Check for the affected unit(s). **P/R** = *Pin* or *Rout*. Roll one die; if result is equal to or lower than the units morale, unit is pinned; if higher, the unit routs. **P** or **R** = possible Pin or Rout respectively. Roll a die; if the roll is *higher* than the units morale then the unit is pinned or routed; if it is the same or lower, no effect. **#*** = Lose indicated number of Strength Points/guns and make a Morale Check. If unit passes the Morale Check, roll again; if the result is higher than the unit's Morale, it is pinned; if lower, it is not pinned. – = No effect.

[8.35] DENSITY ADJUSTMENT CHART

Number of Strength Points in Hex

	1-2	3-6	7-9	10+
Effect:	–1	0	+1	+2

The effect is the number of column shifts applied to the Fire Combat Results Tables either to the left (–) or right (+). **Note:** A battery counts as one Strength Point for density purposes and a wagon counts as four.

[11.34] AMMUNITION LOSS TABLE

Fire Combat Result

DIE	1	2	3
1	0/1	1/2	2/3
2	1/2	2/3	3/4
3	2/4	3/5	4/6
4	2/5	3/6	4/8
5	2/6	3/8	4/E
6	3/8	4/E	WE

Results to the left of the slash apply to the wagon's small-arms supply; to the right its artillery supply. # = The number of ammunition points of that type lost. The loss is indicated by marking off that number of boxes on the wagon's Supply Track on the OB Roster. E = All artillery ammunition is eliminated and marked off the wagons supply. WE = The supply wagon is eliminated and removed from play.

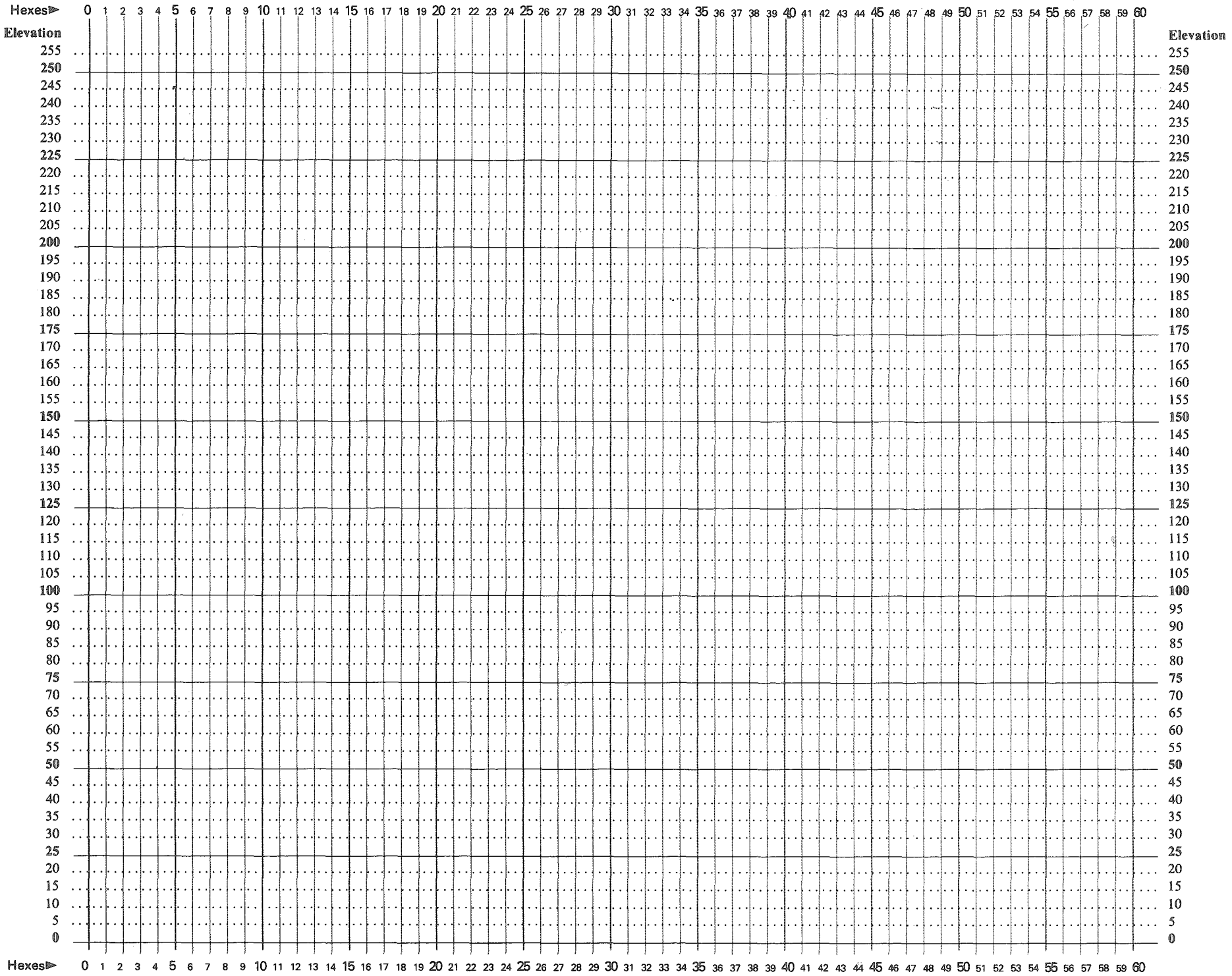
Procedure: Use the combat result number from the artillery fire on the wagon as the column on this table. Roll a die and cross-index the column with the die roll to determine the amount of ammunition lost.

[12.98] MELEE COMBAT RESULTS TABLE

Melee Strength Differential (Attacker minus Defender)

	DIE	–4	–3	–2	–1	0	+1	+2	+3	+4	+5	+6
1	Attkr:	R2	Rpls	Eng	K	–	–	–	–	–	–	–
	Defdr:	–	Rpls	Eng	C1R2	C1R2	C1R2	C1R3	C2R3	C2R3	C2R3	C2R3
2	Attkr:	C1R2	R2	Rpls	Eng	K	–	–	K	–	–	–
	Defdr:	–	–	Rpls	Eng	C1R2	R2	C1R2	C1R2	C2R2	C2R2	C2R2
3	Attkr:	C1R2	C1R2	R2	Rpsl	Eng	K	–	–	K	–	–
	Defdr:	–	–	–	Rpls	Eng	C1R2	C1R2	C1R2	C1R2	C2R2	C2R2
4	Attkr:	C1R2	C1R2	C1R2	R2	Rpls	Eng	K	–	–	K	–
	Defdr:	–	–	–	–	Rpls	Eng	C1R2	C1R2	C1R2	C1R2	C1R2
5	Attkr:	C2R2	C2R2	C1R2	C1R2	R2	Rpls	Eng	K	–	–	K
	Defdr:	–	–	–	–	–	Rpls	Eng	C1R2	C1R2	C1R2	C1R2
6	Attkr:	C3R3	C3R2	C2R2	C1R2	C1R2	C1R2	Rpls	Eng	K	–	–
	Defdr:	–	–	–	–	–	–	Rpls	Eng	C1R2	C1R2	C1R2

Attkr = Effect on Attacker. **Defdr** = Effect on Defender. **K** = Strength Point becomes a casualty. **C1,2,** or **3** = That number of Strength Points is captured by the Enemy. **R2** or **3** = Units must retreat that number of hexes, then perform a Morale Check. **Eng** = The units are Engaged; see 12.94. – = No result against that side. **Rpls** = The units are Repulsed; see 12.95. Terrain and Leader Effects on Melee Combat; see 12.3 and 12.4. Retreats are always executed after losses; thus, a C2R2 means remove two Points which are captured, then retreat the remaining units two hexes. Differentials less than –4 are treated as –4; differentials greater than +6 are treated as +6.



[9.73] LINE OF SIGHT GAUGE

GREAT BATTLES OF THE AMERICAN CIVIL WAR

Volume 7

A Gleam of Bayonets™

THE BATTLE OF ANTIETAM

EXCLUSIVE RULES

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[19.0] INTRODUCTION

In the late summer of 1862, the Union war effort in the Virginia-Maryland area was a shambles. Union armies had suffered humiliating defeats in the Peninsula and Shenandoah Valley campaigns, and were defeated again in the Second Battle of Bull Run. By the beginning of September, the Army of Northern Virginia had swept the Federals from Virginia and the road north lay wide open. The Union had more than 100,000 men in the Washington area alone, but these were defeated and demoralized troops—only a bare shadow of the recently raised Army of the Potomac. Lee, sensing an opportunity to follow up his smashing successes and possibly gain some major political advantages, decided to strike north into Maryland and Pennsylvania. His objective was to reach Harrisburg and destroy the Susquehanna Bridge, thus disrupting the vital Pennsylvania Railroad. He then intended to turn and destroy the Union army on Union soil, thus possibly gaining foreign recognition for the Confederacy and influencing the fast approaching US Congressional elections.

In planning his offensive, Lee overlooked the condition of his own troops; ragged, weary, underfed, and unfit to undertake a major campaign. He also underestimated George B. McClellan's ability to quickly reorganize and revitalize the Army of the Potomac. On September 5, Lee crossed the Potomac to invade the North, while McClellan strove to get his

massive army back into the field. Lee split his forces, sending "Stonewall" Jackson's troops to invest Harper's Ferry. McClellan moved slowly and cautiously, even after receiving a lost copy of Lee's invasion plans.

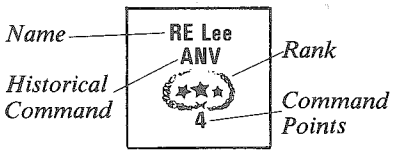
Elements of the two armies met at South Mountain on September 14 where Lee took heavy losses trying to delay the Union passage through the gaps, thus enabling Jackson to capture Harper's Ferry. The weary Confederate army finally was forced to take its stand at Sharpsburg, Maryland. Lee hoped that McClellan's slow advance would allow the Army of Northern Virginia time to regroup. On the day before the battle, McClellan's 4-to-1 superiority steadily diminished as Confederate divisions poured in from Harper's Ferry. McClellan did not attack.

On the evening of September 16, both armies stood poised to fight the biggest battle yet of the entire war. The next day would be a massive, bloody struggle that would produce more casualties in one day than in any other battle in American history: the Battle of Antietam.

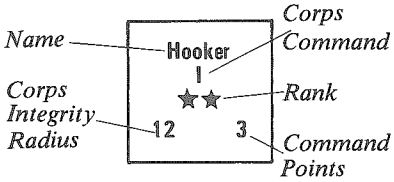
[20.0] SAMPLE UNITS AND GAME INVENTORY

[20.1] SAMPLE UNITS

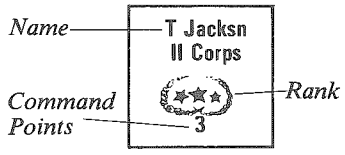
ARMY COMMANDER: Front



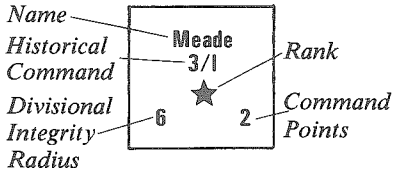
CORPS COMMANDER: Front (Union)



CORPS COMMANDER: Front (Confederate)

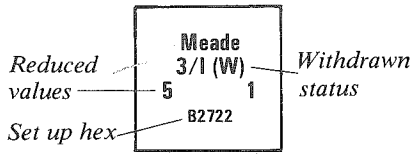


DIVISION COMMANDER: Front (Union)



Confederate division commander counters use the same format as Union counters except that the corps to which the division belongs, either Jackson's or Longstreet's, is used instead of a historical command designation.

(Union back)



The backs of Confederate division commander counters show only the set-up hex.

Set-Up Hex: On the backs of most combat units and leaders is the hex they are set up in at the beginning of the Grand Battle Game. Each hex number is preceded by the map code, either A or B, to which that hex belongs, Some set-up hexes are followed by an "*," which indicates that there is something special about that unit and the player should consult the scenario listing for details. Some hex listings are followed by a dash and a single number. This indicates that the unit could set up in or within that number of hexes from the hex on the back of the unit.

EXAMPLE: If it read A2314-2, that would mean that the unit could be set up in hex A2314 or within 2 hexes of it (do not count the listed hex when determining the 2 hex range), Units that have a single number on them are reinforcements and the number is the Game-Turn in which they enter play, or are able to enter play under certain conditions listed in the scenario.

[20.2] SUMMARY OF UNIT TYPES

Front		Back
Hart Indpnt 4 TB4	*Horse Artillery*	4 Hart Indpnt 4
125 Pa Crawford ? R14	*"Green" Regiment*	125 Pa Crawford RTD B3737*
Berdan SS Phelps 5 SR5	*Sharpshooter Regiment*	Berdan SS Phelps RTD B3122
Gibbon Dhlday 5 2 (4)	*Brigade Commander*	Gibbon Dhlday 3 1 (3) B2819
RE Lee ANV 4	*Army Commander*	A3310
Hooker I 12 3	*Corps Commander*	B3920
Meade 3/I 6 2	*Division Commander*	Meade 3/I (W) 5 1 B2722

[20.3] SUMMARY OF MARKERS

Front		Back
((Ford))	*Ford*	Yes
A	*Abandoned Guns*	Double Time
BCE'd	*BCE Lost*	Corn-field Blown-Down
Wthdrwn	*Withdrawn*	Commit-ment
Corn-field Blown-Down	*Blown Down Cornfield*	Commit-ment
OUT OF COMMAND	*Out of Command*	Detached
Detached	*Detached*	OUT OF COMMAND
Fatigued	*Fatigued*	Exhsted
Exhsted	*Exhausted*	Fatigued
Double Time	*Double Time*	K
CSA Indpndt Unit	*Independent Unit Marker*	Detached
10	*Strength Marker*	9
McClelln Chit 0	*McClellan Chit*	
Commit-ment	*Commitment Chit*	BCE'd

[20.4] LEADER RANKS

Union Rank Insignia



★★ *Major General*

★ *Brigadier General*

Colonel

Lieutenant Colonel

Major

Confederate Rank Insignia



General

★★★ *Colonel*

★★ *Lieutenant Colonel*

Note: The Confederate Army used the same insignia for all general officers.

[20.5] SPECIAL MARKERS

Ford: There are five Ford markers used to conceal from the Union Player the location of the two usable fords across Antietam Creek (see 25.2).

Abandoned Guns: An artillery battery that has been deserted by its routed crew has an Abandoned Guns marker placed on it (see 24.2).

BCE'd Brigade: This is a marker used to remind the players which of their brigades have lost Brigade Combat Effectiveness (see 18.0 and 27.0).

Withdrawn: Withdrawn markers are used to remind the players which Union corps have been Withdrawn (see 29.6).

Blown Down Cornfield: These markers are placed on cornfield hexes when the corn in that hex has been eliminated by fire combat (see 25.42). It is recommended that the players use small pieces of tape to attach these markers to their hexes so that they will not be picked up and moved during the course of play.

Out of Command: Out of Command markers are placed during a player's Initial Command Phase on units and leaders which begin that Phase out of command.

Detached: Detached markers are placed on brigade commanders (and division commanders for the Union only) during the Initial Command Phase to indicate that the command has been detached from its division or corps.

Fatigued/Exhausted: These markers are used to indicate which regiments have lost Strength Points due to Double Timing (see 22.0).

Double Time: These markers are placed on brigade commanders whose regiments are using Double Time to increase their Movement Allowances.

Independent: Placed on units with Independent status (see 21.8).

[20.6] INVENTORY OF GAME PARTS

A complete game of A Gleam of Bayonets contains:

Two 22" x 34" game maps
One Standard Rules Booklet
One Exclusive Rules Booklet
Eight die-cut counter sheets (1600 counters total)
Two six-sided dice
One game box assembly

If any of these parts are missing or damaged, please write to Consumer Services at TSR, Inc.

We hope you enjoy this game. If you have any difficulty in understanding the rules, please write to TSR. You must include a self-addressed, stamped envelope. Please phrase your question so that it can be answered by a word, number, or sentence. Write to:

Rules Editor
A Gleam of Bayonets Game
TSR, Inc.
POB 756
Lake Geneva, WI 53147

[21.0] MODIFICATIONS AND ADDITIONS TO THE STANDARD RULES

CASES:

[21.1] SEQUENCE OF PLAY

[21.11] In addition to the phases of each Player-Turn as described in section 4.0 of the Standard Rules, this game contains one extra Phase during certain Union Player-Turns. This is the Corps Commitment Phase, during which the Union Player attempts to activate the corps of his army. The Corps Commitment Phase comes immediately before the Initial Command Phase. See 29.0 for the details of Corps Commitment.

[21.12] The Union Player is the First Player.

[21.2] GREEN UNIT MORALE DETERMINATION

The green unit Morale Rating determination method in 13.14 is changed in this game. A green unit now determines its Morale as usual the first time and the Morale Rating is recorded on the Green Unit Morale Status Roster in pencil. This rating may change during the course of the game.

[21.21] Every time a green unit fails a Morale Check as a result of combat, its Morale Rating is erased and the unit must redetermine its Morale the next time it is called on to make a Morale Check. The unit uses the Seeing The Elephant Table (13.15), as per the Standard Rules.

[21.22] In addition to the circumstances listed in 13.14. a green unit must determine its Morale the first time it uses Double Time (see 22.0) if it has not determined its Morale prior to using Double Time movement.

[21.23] Green units that fail a Double-Time Morale Check do not redetermine Morale. They keep their current Morale Rating.

[21.3] SHARPSHOOTERS

[21.31] There are several sharpshooter regiments in the game, identified by an SS printed on their counters. When a sharpshooter unit is the only unit firing at an Enemy unit, or when all the units firing are sharpshooter units, the player resolves the attack normally, but may choose to use the result rolled or either one of the adjacent results on the CRT. Thus, if a player were to roll a 6, he would have his choice of the 5, 6 or 7 results. If the first roll is an 8, the unit must still check for ammo depletion regardless of the result finally decided upon.

[21.32] When a sharpshooter unit fires into a hex containing a leader, that leader might be "picked off" whether there is a casualty called for or not on the CRT: roll two dice; on a 2 the leader is wounded; on a 12 he is killed. This procedure is used for every leader in a hex, whether or not there are combat units in the hex with them.

[21.33] When sharpshooters fire in combination with regular infantry, the attack is resolved normally and the result rolled is used (in effect the sharpshooters are being used as regular infantry).

[21.4] LIMITATIONS ON CAVALRY

[21.41] Cavalry units may mount or dismount only if they are in the Effectiveness Radius of their brigade commander or within the Divisional Integrity Radius of their division commander AT THE MOMENT the formation change is desired. Dismounted cavalry units that are out of command may move only one hex per turn and cannot self-rally; they must be rallied like normal infantry. Mounted cavalry are free to move (but not to change formation) as independent units (see 21.8); they are considered independent and in command as long as they are mounted. NOTE: Mounted cavalry are still subject to the effects of BCE even though they may be completely across the map from their brigade commander.

[21.42] All dismounted cavalry have a Morale Rating of 2.

[21.43] Dismounted cavalry can initiate melee against Enemy artillery, supply wagons, wagon or battery crews, and dismounted cavalry only. They cannot initiate melee against infantry or mounted cavalry.

[21.44] A dismounted cavalry unit that is not stacked with a Friendly artillery or infantry unit and which is meleed by Enemy infantry or mounted cavalry MUST retreat in the Retreat Before Melee Phase. The dismounted cavalry does not have to make a Morale Check in order to retreat. When defending against Enemy dismounted cavalry or when stacked with infantry or artillery, retreat is optional, not mandatory. However, pinned or routed dismounted cavalry cannot retreat before melee (see 12.87).

[21.45] Cavalry Charge, case 16.2, is modified. In order for a mounted cavalry unit to charge, it must be no more than four hexes from the Enemy unit it is charging, and it must have a clear LOS to that unit. When the cavalry unit charges, it ignores the presence of any thoroughfares in the hexes it moves through and pays the cost of the other terrain in the hex. The mounted cavalry unit must move in as direct a path as possible to the Enemy units it is charging; i.e., it cannot ride around to the rear of a unit if this requires the cavalry to expend more Movement Points than charging the front of the unit would.

[21.46] The melee strength of a cavalry unit varies, depending on its formation and whether it is initiating or defending in melee combat. When initiating, the current strength of the unit is:

Halved when mounted but not charging.
Doubled when charging.
Unchanged when mounted against mounted cavalry.
Unchanged when dismounted.

When defending:

Doubled when mounted and meleed by infantry.
Unchanged when dismounted.
Unchanged in either formation when meleed by mounted cavalry.

[21.47] Units firing on mounted cavalry receive a two column shift to the right on the Fire Combat Results Table instead of a one column shift, as in 6.14.

[21.48] (Optional Rule) Historically, when a cavalry regiment dismounted, every third or fourth man was assigned to hold the horses. To reflect this, each dismounted cavalry regiment has its fire combat strength reduced as follows:

Original Fire Strength	Dismounted Fire Strength
8-7	6
6	5
5	4
4	3
3 or less	Normal

This reduction affects fire strength only, not density or melee strength.

[21.5] GAME SCALE

Each hexagon on the map represents 125 yards from hexside to hexside. Each infantry or cavalry Strength Point represents 50 men (not 100 as in the Standard Rules). This change is needed because of the large number of under-strength units that took part in the battle. The charts and tables have been changed to take the new scale into account. Each artillery Strength Point represents one cannon as per the Standard Rules.

[21.6] STACKING

Because of the change in game scale from 100 to 50 men per Strength Point the stacking limits are changed.

[21.61] Each battery counts for 2 Stacking Points; each wagon counts for 8. The Stacking Points of an infantry or cavalry regiment are equal to its Combat Strength, as per the Standard Rules.

[21.62] The number of Strength Points that can fire out of a given hex through a single hexside is increased to 8.

[21.63] A single regiment may always occupy a hex regardless of the Strength Point limit for that terrain.

[21.63] Two infantry units in column formation may stack together as long as their combined strength does not exceed 4 Strength Points. This is an exception to 8.16 of the Standard Rules.

[21.64] An artillery battery will attack each unit in a stack separately if the battery fires at a range of four hexes or greater (this is a change from 8.22). However, the attack is resolved and the results applied as outlined in 8.22.

[21.7] FIRE AND MELEE COMBAT

[21.71] The standard Fire CRT is replaced by a new one designed for the change in unit scale. The table uses two dice but the results are the same as in the Standard Rules (see 9.8). The change in unit scale has made a separate Grapeshot row unnecessary. A column has been added to the left of the "0 or Less" column. This column is used only if a column shift forces the attacker to shift below the "0 or Less" column. For example, if a player were to attack an Enemy unit in a rifle pit from below, there would be a 3 column shift to the left. If the attacking unit would normally attack on the "3 to 4" column, then this 3 column shift would cause the attack to be resolved on the "Shift" column.

[21.72] The maximum final column shift on the Fire Combat Results Table is increased from 2 to 3.

[21.73] If a unit is suffering withdrawal fire as a "covering force" for other units that are withdrawing from that hex, the Density Adjustment for fire combat is based on the size of the covering force only, not the size of the entire stack. (This is a clarification of cases 8.32 and 10.14.)

[21.74] The Melee Combat Results Table is replaced by a new one that uses two dice. The results, however, are applied as per the Standard Rules.

[21.8] REGIMENTAL AND BATTERY INDEPENDENT STATUS

A regiment or battery may be assigned to independent status. During his Initial Command Phase a player may create independent units by having a division, corps or army commander expend a Command Point on a unit within his Command Radius. The affected unit then behaves as an independent unit for all game purposes. The player places an Independent marker on the unit to indicate its new status. A player may never have more than 6 such units at any one time. A unit may return to its usual subordination during the Initial Command Phase if the unit is within the Radius of its division, corps or army commander. The player may then reassign that Independent marker in that same Phase.

[21.81] Independent units are considered always in command. If routed, they do not need leaders to rally them (they can self-rally; see 13.54). Independent units can draw ammunition from any supply wagon in their army.

[21.82] Players should not confuse independent status, which applies to individual regiments and batteries, with detached status (see 17.68), which applies to brigades (and divisions for the Union.)

[21.83] The batteries of the Union V Corps Artillery Reserve, once Committed (see 29.47), function as independent batteries for the remainder of the game. They do not count against the Union's six-unit limit on independent units.

[21.84] Evans' Brigade begins the game not attached to any division. General Evans is always in command and does not require a divisional commander, although the Confederate Player can attach the brigade if he chooses. The regiments of Evan's Brigade are not independent in the sense of 21.81.

[21.85] The batteries of Longstreet's Artillery and the Confederate artillery reserve are treated as independent units thoughtout the game. They do not count against the Confederate six-unit limit.

[21.86] Some batteries and regiments have an "Indpnt" designation on their counters rather than a brigade designation. Such units are independent throughout the game. They are not part of any brigade and are not counted for BCE purposes. Infantry regiments with "Indpnt" designations do not have boxes on the army OB Rosters. Artillery batteries with "Indpnt" designations are shown on the Artillery Rosters and have ammunition boxes. Units with "Indpnt" designations do not count against their army's six unit limit.

[21.87] Pinned and routed units can never be placed in independent status.

[21.88] Uncommitted and Withdrawn Union units cannot be placed in independent status.

[21.89] Some units begin the game in independent status, as listed in the scenarios.

[21.9] AMMO DEPLETION

This game uses a system of checking for ammo depletion that is different from the Standard Rules.

[21.91] When a small-arms unit fires and the player rolls an 8 on the Combat Results Table, he must make an immediate ammo depletion check for each unit firing. This is a change from 11.21. The unit runs out of ammunition if it then rolls 1 or 2 on the die, as in 11.21.

[21.92] On the artillery roster each battery has four ammo boxes. The boxes represent "rounds" of ammunition. Whenever the player rolls a 7 or 9 on the Combat Results Table, each firing battery expends one round. This is a change from 11.31. When a battery uses Rapid Fire (see 24.1), it expends one round automatically, but does not expend a second round if the combat result die roll was 7 or 9.

[21.93] When a battery fires at each unit in a stack (see 8.22 and 21.64), the battery may lose only one round of ammunition regardless of how many depletion rolls it makes. This is also true should a battery split fire into several hexes.

[21.94] Each supply wagon has separate boxes for small-arms and artillery ammunition. The wagon can resupply a number of units equal to the ammunition boxes of the wagon, as outlined in the Standard Rules.

[21.95] A supply wagon may be used to resupply any unit of its division, any independent unit, and any battery with a corps rather than divisional designation on its counter. Each army has a reserve wagon which may resupply any unit of its respective army.

[21.96] No battery can ever have more than four rounds of ammunition. Note that many batteries start with less than four rounds; these batteries have a slash between their boxes. The boxes to the left are the number of rounds each battery starts the game with.

[22.0] DOUBLE TIME

COMMENTARY:

Double Time is a slow jog march in which a man takes 180 paces, of 3 feet each, per minute. At the battle of Antietam both sides (especially the Confederates) "double timed" regiments to threatened sectors.

GENERAL RULE:

The use of Double Time increases an infantry regiment's Movement Allowance from 6 Movement Points to 9. Regiments must assume column formation to use Double Time. A division, corps, or army commander must spend a Command Point to enable a brigade to use Double Time. At the end of each Movement Phase of Double Timing a die roll is made for each regiment to determine whether or not the march caused that regiment to fatigue or become exhausted.

PROCEDURE:

The regiments of a brigade may Double Time if they are in command of their brigade leader and that leader is issued a Command Point by his division, corps or army leader during the Initial Command Phase. The brigade leader must be in command at the time the Command Point is issued. A Double Time marker is placed on the brigade leader's counter. During the following Movement Phase all the regiments of that brigade which are not already exhausted, may Double Time. At the end of that Movement Phase, a Morale Check is made for each Double Timing regiment; if it fails, the regiment is fatigued; if it passes, it is unaffected by the march. A fatigued regiment has its Current Strength reduced by one Point, but otherwise it is unaffected. A fatigued regiment that fails a Double Time Morale Check becomes exhausted. The strength of an exhausted regiment is reduced by 2 Points and its Movement Allowance is reduced to 3 Movement Points. Units may recover from fatigue and exhaustion by resting.

CASES:

[22.1] WHICH UNITS MAY DOUBLE TIME

[22.11] Only infantry regiments in column may Double Time. However, a regiment may use part of its Double Time Movement Allowance to change into column formation. In other words, at the start of movement a regiment in line formation may spend 2 movement points to go into column formation and then expend 7 movement points for a total of 9.

[22.12] Units already in column at the start of a Movement Phase may go into Double Time at any point during their movement, adding three more Movement Points to their Movement Allowances, for a total of nine.

[22.13] Units of a BCE'd brigade, a Withdrawn division, and regiments out of command, can never Double Time.

[22.14] A detachment can Double Time, but must receive a Command Point from its division, corps, or army leader.

[22.15] Independent regiments can Double Time on their own initiative, and do not require the issuing of a Command Point.

[22.2] DOUBLE TIME RESTRICTIONS

[22.21] Units may Double Time through clear, stubble, and orchard terrain only. All other terrain is prohibited. Thoroughfares negate all other terrain for purposes of Double Timing if the Double Timing regiments enter and leave the prohibited hexes through thoroughfare hexsides. In other words, regiments may Double Time in any kind of terrain if on a road, pike, or trail. They cannot Double Time in prohibited terrain or across prohibited hexsides (walls, ridges, up or down crests or steep crests, creeks, rivers, and streams) unless on a thoroughfare.

[22.22] During a Movement Phase, a regiment in column can move through prohibited terrain (see 22.21) using normal movement, then change to Double Time when it enters allowable terrain, adding three Movement Points to its remaining Movement Allowance. However, once a regiment has begun Double Time movement, it must use Double Time movement until the end of the Phase. A regiment cannot change from Double Time to normal movement in a single Movement Phase.

[22.23] A regiment using Double Time must end its movement if it changes from column to line formation.

[22.24] A brigade may continue to Double Time as long as its brigade commander is in command or detached. Thus, one Command Point is issued to that brigade and need not be re-issued in each subsequent Game-Turn. A brigade may be issued this Command Point and be detached in the same Initial Command Phase.

[22.25] Once the Double Time command is issued, a brigade may use Double Time movement until all the regiments of a brigade are exhausted, or until the brigade becomes BCE'd, or until the player decides to end Double Time movement.

[22.26] A player always has the option to Double Time all or only some of the regiments of a brigade.

[22.3] DOUBLE TIME MORALE CHECKS

[22.31] When a Double Timing regiment makes a Morale Check the regiment's printed Morale Rating is used as printed and is not modified. Green units use their current Morale Ratings. "1" is added to the die roll of fatigued regiments when checking to see whether they become exhausted.

[22.32] Green units never redetermine their Morale Rating as a result of failing a Double-Time Morale Check.

[22.4] EFFECTS OF FATIGUE

When a regiment becomes fatigued a Fatigue marker is placed on the regiment to indicate its status. The regiment's effective strength is then reduced by one Strength Point. That is, if a regiment had 4 Strength Points it would behave as if it had 3 for all game purposes except BCE. The reduction is not an actual loss and is not marked off the regiment's OB Roster. This represents a reduction in effectiveness, not actual numbers of men. One is added to further Double Time Morale Checks, but otherwise the regiment acts normally.

[22.5] EFFECTS OF EXHAUSTION

When a fatigued regiment fails a Double Time Morale Check it becomes exhausted. The Fatigue marker is flipped to its Exhausted side. The following effects apply until the regiment rests.

[22.51] The effective strength of an exhausted regiment is reduced by 2 Strength Points.

[22.52] The Movement Allowance of an exhausted regiment is reduced to 3 Movement Points. It can no longer Double Time.

[22.53] An exhausted regiment cannot engage in offensive melee (except to resolve an engaged result).

[22.54] An exhausted regiment cannot use offensive fire although it retains its ZOC and can use defensive, withdrawal and retreat fire.

[22.6] RECOVERING FROM FATIGUE AND EXHAUSTION

For a regiment to recover from fatigue or exhaustion it must rest. A fatigued regiment recovers after one Game-Turn of rest while an exhausted regiment recovers after two turns.

[22.61] For a regiment to rest it must spend one entire Game-Turn in a single hex. This hex must be at least six hexes from all Enemy combat units OR not within the Line of Sight of any Enemy combat units for the duration of the Game-Turn. If an Enemy unit moves within the six hex range AND establishes a LOS to the resting unit during the turn, the rest is "broken" for that turn and the regiment does not recover.

[22.62] A resting regiment cannot engage in fire combat or melee. If fired upon by Enemy small-arms or artillery at a range of 8 hexes or less, the rest is broken. Artillery fire at 9 hexes or greater breaks the rest only if the fire results in the resting regiment being affected, i.e., pinned, routed, or taking losses. The rest is automatically broken if an Enemy unit melees with the resting regiment.

[22.63] At the conclusion of one entire Game-Turn of uninterrupted rest a fatigued regiment recovers completely while an exhausted regiment becomes fatigued.

[23.0] MELEE INITIATION

GENERAL RULE:

A unit stacked with a Friendly leader may initiate melee or retreat before melee as per the Standard Rules (see 12.2 and 12.8). However, a unit not stacked with a Friendly leader must undergo a Morale Check before attempting to initiate melee or retreat before melee. An attacking unit that fails its Morale Check cannot initiate melee. A defending unit that fails its Morale Check cannot retreat and must accept melee. The calculation of Melee Strength and the results of melee combat are the same as in the Standard Rules.

The Melee Strength of an attacking or a defending unit can be modified due to unit formation, ammo depletion, terrain, etc; however, the Melee Strength of any unit can never be reduced below zero.

PROCEDURE

The melee initiation sequence operates as follows:

1. The attacking player announces all his melee attempts. During the Retreat Before Melee Phase, the attacking player indicates which units will attempt to melee which Enemy units in the following Melee Phase. Once the attacks are declared, the player cannot change his mind later in the sequence. He is committed to these attacks and these attacks only.

2. The defending player announces which of his units will attempt to retreat before melee.

3. The defending player retreats all units announced in step 2 which are stacked with leaders. Mounted cavalry units are eligible to retreat also, if meleed solely by infantry (see 16.1).

4. The defending player conducts Morale Checks for retreating units that are not stacked with leaders. The defending player rolls a die and if the final result (see 23.1) is equal to or less than the unit's Morale Rating, it must retreat; if the result is greater, the unit cannot retreat. Unstacked units check individually; when units are stacked, only the top unit checks, and the results are applied to the entire stack.

5. The attacking player makes a Morale Check for each attacking unit not stacked with a leader. The player roles a die (see 23.3) and if the result is equal to or less than the unit's Morale Rating, the unit must melee; if the result is greater, the unit cannot attack. Unstacked units check individually; when units are stacked, only the top unit checks, and the results are applied to the entire stack. The top unit must be eligible to melee in order to use its Morale Rating for the stack; otherwise the second unit (if eligible) is used.

6. All melee attempts are resolved. The Standard Rules procedure (12.0) is followed. If all defending units retreat before melee, leaving a hex vacant, the attacking unit(s) may advance (see 23.34).

[23.1] RETREAT BEFORE MELEE MORALE CHECK MODIFIERS

A defending unit's Morale Check is modified under the following circumstances. All modifiers to the die roll are cumulative.

ADD ONE TO THE DIE ROLL IF:

1. The defending unit is enfiladed (i.e., an attacking unit(s) occupies one of the enfilade hexes of the defending unit);
2. The defending unit is out of command at the time of the check;
3. The brigade to which the unit belongs is BCE'd.

SUBTRACT ONE FROM THE DIE ROLL IF:

1. All attacking units suffer from ammo depletion.

[23.2] MELEE INITIATION MORALE CHECK MODIFIERS

An attacking unit's Morale Check is modified under the following circumstances. All modifiers to the die roll are cumulative.

ADD ONE TO THE DIE ROLL IF:

1. All the attacking units in a stack suffer from ammo depletion;

SUBTRACT ONE FROM THE DIE ROLL IF:

1. All the defending units suffer from ammo depletion;
2. The attacking unit or stack occupies one of the defending unit's enfilade hexes.

[23.3] MELEE RESTRICTIONS

[23.31] Units that retreat from an engaged hex (see 12.94) do not make a Morale Check to determine whether or not they can retreat.

[23.32] Units being charged by mounted cavalry cannot retreat before combat, unless the units being attacked are mounted cavalry. The cavalry being attacked must make a Morale Check to see whether or not they may retreat.

[23.33] A leader who is stacked with units that retreat before melee or initiate melee must remain stacked with those units if the leader was used to bypass a Morale Check.

[23.34] If all the units in a hex retreat before melee, the attacking units may occupy the hex without making a Morale Check (regardless of whether or not the occupying units are stacked with a leader).

[23.35] The attacking player can move a single regiment into a hex for melee, even if the regiment has more Strength Points than the terrain in the hex allows (see 8.18 and 21.63). This replaces the limit on the attacker given in 12.72. If the attacking unit is larger than the number of Strength Points allowed in the hex, the excess Strength Points do not participate in the melee; however, they are affected by all combat results.

[23.4] AUTOMATIC MELEE INITIATION

A unit may initiate melee without undergoing a Morale Check under any of the following circumstances: it is stacked with a Friendly

leader; it is attacking a routed or pinned unit; it is attacking an unmanned battery or supply wagon, or a lone wagon or battery crew. A mounted cavalry unit need not make a melee initiation Morale Check in order to make a cavalry charge (i.e. the Standard Rules apply). Infantry and mounted cavalry units do not have to make a melee initiation Morale Check in order to melee dismounted cavalry. A Confederate unit may initiate melee against a Union unit in Reserve (see 29.12) or an Uncommitted unit without undergoing a Morale Check. However, meleeing an Uncommitted unit will Commit all or part of that Union Corps (see 29.7).

[23.5] ADVANCE AFTER FIRE COMBAT

A unit which causes an adjacent Enemy unit to rout during the Friendly Offensive Fire Phase may advance into that hex in the Friendly Melee Phase if the hex is vacant. There is no need to make a Morale Check, the advance is automatic. This rule and 12.85 explain the only methods of entering a vacant hex in the Friendly Melee Phase.

[23.51] A unit may never advance after defensive, retreat, or withdrawal fire.

[23.52] More than one Friendly unit may advance into the same hex provided all the units fired at the Enemy unit which retreated from that hex.

[23.53] Batteries and supply wagons may never advance after fire combat.

[24.0] ARTILLERY

CASES:

[24.1] ARTILLERY RAPID FIRE

[24.11] Only the smoothbore gun types L, N, HA, and HB may use Rapid Fire, and only at a range of 3 hexes or less. To do so the player announces the battery is rapid firing and immediately spends one round of ammunition from that battery's ammo roster. The battery's strength multiplier is increased by 2 when the attack is resolved. For example, if a battery of 4 HA's is firing at one hex range (x9), they would fire with a strength of 36 on the CRT. If the same battery were to rapid fire it would fire with a strength of 44 (rapid-firing increases the multiplier from 9 to 11 at one hex range).

[24.12] Rapid firing batteries do not spend an additional round of ammunition if a 7 or 9 is rolled on the CRT; the round spent for rapid-firing is the only round spent in that Fire Phase.

[24.13] There is no limit to the number of batteries which may rapid fire at a single target, and rapid and non-rapid firing batteries may combine their fire.

[24.2] BATTERY CREWS

[24.21] When a battery crew routs and abandons its unlimbered guns, the player whose battery is affected places a neutral Gun Crew marker on the battery, indicates the letter of the neutral crew next to the battery's name on the Battery Roster, and performs normal rout movement. An Abandoned Guns marker is then placed on the battery to indicate that it cannot fire until re-crewed by its own crew.

[24.22] A battery is re-crewed when it is stacked with its original, rallied crew. Both the Crew and the Abandoned Guns markers are removed and the battery may fire normally in the same Turn (i.e., a crew may move back and fire the guns in the Offensive Fire Phase of the same Turn.

[24.23] Batteries may be re-crewed by crews other than their original crew only when the following conditions are met:
1. The battery's original crew has been eliminated; or
2. The new crew has lost all of its original guns due to counter-battery fire or melee and is free to man uncrewed guns.

[24.24] Crew markers are printed with half-strengths on the back which are used to indicate reduced crews. Players should record the half-crew status on the Artillery Roster as well. Should two "orphan" half-crew markers meet the requirements of 24.23, they may, during an Initial Command Phase in which they are stacked together, be issued a Command Point from a corps or division commander and combine into a full crew. This new full crew may then man any battery of that corps once an uncrewed battery battery is available.

[24.25] Abandoned guns have no significance until re-crewed. Abandoned guns do not block line of sight and may be freely moved through by both Friendly and Enemy units.

[24.26] Batteries are removed from play only when one of the following conditions is met:
1. All the guns of the battery have been eliminated by counter-battery fire; or
2. An Enemy infantry or cavalry unit spends two consecutive Melee Phases in the hex with abandoned guns. NOTE: This rule allows Friendly units one turn of counter-attack to "retake" a captured battery. If the Enemy units have not been dislodged by the end of the Friendly Melee Phase, the guns are captured. Captured guns may never be used by the Enemy player.

EXAMPLE: On Game-Turn 7, a Union regiment melees a Confederate battery and the crew is forced to retreat, thereby abandoning the guns. If the Union regiment is still in the same hex with the abandoned guns at the end of the following Confederate Melee Phase, the guns are then captured and removed from the map.

[24.27] When a "K" result in melee eliminates the last step of a crew, the guns are not eliminated as per case 12.91. Instead, the guns are considered abandoned and are subject to capture under the conditions of 24.26.

[24.28] When an "R" result against a battery occurs during melee combat, the crew retreats the required number of hexes, checks its morale, and the guns are then considered abandoned and subject to capture as per 24.26. This is an exception to 12.92.

[24.29] If a battery is stacked in a hex with infantry and/or cavalry and the hex receives a "C" result in melee combat, the captured Strength Points are taken first from the infantry or cavalry units, up to the number of Strength Points called for by the C result, and then all units in the hex including the crew are subject to any additional retreats and routs, abandoning the guns. Only when the protecting units are eliminated is any additional "C" result passed on to the crew. If the Enemy rolls a "C" result in a melee in which the only Friendly unit is a gun crew, the entire crew is considered captured, regardless of the number of Strength Points called for. This is an exception to 12.93.

[24.3] ARTILLERY OVERSHOOT

When an artillery unit fires at a target at 9 hexes or greater range, there is a chance that the fire will scatter and land in a hex adjacent to the intended target. The following procedure is used to simulate the often gross inaccuracy of artillery fire at long range.

PROCEDURE

1. The player announces aloud all the artillery units which are combining fire against a target. Range and Strength Multipliers are figured separately for each battery firing.

2. The player rolls one die for each of the firing batteries which is 9 hexes or more from the target hex. The result is located on the Overshoot Table (24.35).

3. All batteries which received an "accurate" result on the Overshoot Table, as well as all batteries 8 hexes or closer to the target, have their Fire Strengths combined and the combat is resolved normally using the Fire Combat Results Table.

4. Batteries whose fire "scattered" now resolve their attacks individually. A battery whose fire scatters will attack one of the six hexes adjacent to the original target hex. The player rolls one die and consults the Scatter Diagram. The fire scatters in the direction that matches the number rolled. If the hex is unoccupied, resolve the attack to check for ammo depletion; if the hex is occupied by Enemy or Friendly units, the player resolves an attack against those units. The total Fire Strength of scattered fire is shifted one column to the left on the Fire Combat Results Table. Remember to total the strengths of all batteries which scatter into the same hex.

[24.31] A player can never attack a vacant hex in the hope that his fire will overshoot. A target hex for artillery fire must always contain an Enemy unit.

[24.32] If artillery fire scatters into a hex to which the firing unit does not have a clear Line of Sight, the fire is still executed normally. If the fire scatters beyond the battery's maximum range it is still executed. These two effects commonly occurred on the battlefield and have been included for historical accuracy.

[24.33] The defender receives all the benefits of the terrain he occupies when attacked by scattering fire.

EXAMPLE: A unit which is behind a stone wall through which the scattering fire enters, receives the stone wall column shifts.

[24.34] (Optional Rule) For players who don't mind a little bookkeeping the following rule may be used. When a battery fires at the same target for at least two consecutive Fire Phases, either Offensive or Defensive, 1 is added to rolls on the Overshoot Table, provided that the target unit remained in the original target hex throughout the consecutive Phases of fire. No more than 1 can ever be added, regardless of the number of Phases the battery attacks the same unit and hex.

[24.35] **Overshoot Table** (see charts and tables)

[24.4] COUNTER-BATTERY FIRE

A battery attacked by Enemy artillery fire never receives column shifts in its favor for density. This is an exception to the Density Adjustment Chart, 8.35. A battery attacked by small-arms fire would receive the usual density adjustment (Exception: see 24.5).
EXAMPLE: If an artillery battery were attacked by 9 points of artillery Fire Strength, the attack would be resolved on the "9 to 13" column of the Fire Combat Results Table. An attack using 9 points of small-arms Fire Strength would be resolved using the "3 to 4" column, because the target battery's low density results in a 2-column shift when attacked by small-arms fire.

Shifts to the right for density (too many Strength Points in the hex) are still in effect.

[24.5] CHANGING FORMATION IN ENEMY LOS

A battery that changes formation in range and LOS of an Enemy small-arms unit may be fired upon, as per case 6.23 of the Standard Rules. However, the target battery is considered enfiladed, and it does not receive any column shifts in its favor for density. This is an addition to 6.23.

[24.6] ARTILLERY SUBORDINATION AND AMMO SUPPLY

[24.61] A battery that has the name of a division or corps commander printed on its counter is subordinate to that corps. These batteries are considered to be in command only if they begin an Initial Command Phase within the Command Radius of any corps, division, or brigade leader of the corps to which the battery belongs.

EXAMPLE: Meade may command any battery of Hooker's corps, but not the batteries of any other Union corps.

[24.62] Independent batteries are considered to be in command at all times and can move, change formation, fire, and self-rally without a leader.

[24.63] Batteries of the Union V Corps Artillery Reserve are in command once they are Committed (see 29.47), and remain in command for the duration of the game. They are considered to be independent units once Committed. However, the V Corps Artillery Reserve batteries do not count against the six-unit maximum for independent units (see 21.8).

[24.64] Batteries draw supply in the following manner:
1. Those with a divisional designation may draw supply only from their division's wagon or the army reserve wagon;
2. Those with a corps designation may draw supply from any supply wagon of their corps or the army reserve wagon;
3. Those which are independent may draw supply from any wagon of their respective armies (this includes batteries which are made independent during the course of play and have Independent markers on them).
4. Batteries of the Union V Corps Artillery Reserve can draw supply only from the supply wagons of V Corps, or from the army reserve wagon, even though the batteries are considered independent once Committed (this is an exception to 21.81).

[24.65] Batteries which enter play as reinforcements and which are not independent are considered in command for movement purposes only; they may not change formation until they are placed in command by an appropriate leader.

[24.7] DAMAGE TO CAISSONS AND SUPPLY WAGONS

[24.71] Standard rule 15.2 is slightly altered due to the new ammunition rules. When a battery loses a gun due to counter-battery fire, the owning player rolls a die: on a result of "1" a caisson has exploded and the battery loses one round of ammo (mark off one round of ammo for that battery on the OB Roster).

[24.72] When an artillery unit scores a hit on a supply wagon, the defending player rolls one die and consults the Ammunition Loss Table (11.34), using the column that corresponds to the number of hits scored on the wagon. The result is the number of each type of ammo box which is lost from that wagon. On an "E" result the entire wagon is eliminated from play.

[24.8] ADVANCE AND RETIRE BY PROLONGE

In the Movement Phase an unlimbered battery may attempt to "advance by prolonge", a maneuver in which the gun crews move the unlimbered guns forward one hex. The guns can then fire in the following Offensive Fire Combat Phase.

In the Retreat Before Melee Phase, an unlimbered battery may attempt to execute a "retire by prolonge", in which the gun crews pull the unlimbered guns back one hex.

Batteries that attempt to move by prolonge must be in command when the attempt is made.

PROCEDURE FOR ADVANCE BY PROLONGE:

1. The owning player issues a Command Point to each battery that attempts to advance by prolonge. The Command Point is assigned in the Initial Command Phase and must come from the battery's division, corps, or army commander.

2. In the Movement Phase, all batteries assigned a Command Point for advance by prolonge must move forward one hex.

PROCEDURE FOR RETREAT BY PROLONGE:

1. The owning player conducts Morale Checks for all batteries that attempt to retire by prolonge. The Morale Checks are conducted in the Retreat Before Melee Phase. Each battery that passes its Morale Check rolls on the Prolonge Table. The owning player rolls on the column that corresponds to the battery's morale. The result is the number of guns that escape. Any guns in excess of this result are captured by the Enemy. Batteries that fail their Morale Checks cannot retire by prolonge.

2. The owning player retreats all retiring batteries one hex. The battery is subject to withdrawal fire if it moves out of an Enemy ZOC. However, the battery is not changing formation and is not considered enfiladed (see 24.5). If the battery is pinned due to withdrawal fire, it cannot retire by prolonge.

CASES:

[24.81] Half strength crews can never move batteries by prolonge.

[24.82] Batteries may advance and retire by prolonge only into clear and stubble terrain and orchards; they may not prolonge up or down a crest, steep crest, nor across any other kind of hexside. Batteries cannot advance by prolonge within 6 hexes of an Enemy small-arms unit, if the Enemy unit can trace an LOS to the battery.

[24.83] Advancing by prolonge expends all of a battery's Movement Points during the

Movement Phase. Batteries may adjust their facing at the end of the Movement Phase.

[24.84] When advancing by prolonge, a battery can fire in the Offensive Fire Combat Phase of the turn in which it moved. This is an exception to 15.0.

[24.85] Independent units can advance by prolonge without the assignment of a Command Point.

[24.86] **Prolonge Table** (see charts and tables)

[24.9] HISTORICAL GUN TYPES (OPTIONAL RULE)

Players who own a copy of the *Bloody April*™ game can use the gun counters from that game to form the historical compositions of the batteries in this game.

[24.91] The Union batteries are accurate as per the counter mix with the following two exceptions:

Martin (VI Corps) 4PA, 2 HA
Simmonds (IX Corps) 4 PA, 2 PB, 1 HA

[24.92] The Confederate batteries have been reorganized so that there is only one gun type per battery. We have attempted to retain the historical amount of each type but for those who demand absolute accuracy at a big cost in playing time:

Manley (McLaws) 3L, 2HA, 1TB
Pulaski (McLaws) 1PA, 1TB, 1L
Macon (McLaws) 4L, 2PA
McCarthy (McLaws) 2PA, 2L
Carlton (McLaws) 2PA, 2L, 1HA
Maurin (R.Anderson) 3L, 2PA, 1TB
Huger (R. Anderson) 2L, 1PA, 1TB
Moorman (R. Anderson) 2PA, 2TB
Thompson (R. Anderson) 2PA, 2HA, 2L
Wise (D.R. Jones) 2N, 2L
French (J.G. Walker) 3PA, 3HA
Branch (J.G. Walker) 3HA, 2TB, 1PA
Bachman (Hood) as printed
Garden (Hood) 2L, 1HA, 1N
Reilly (Hood) 2PA, 2TB, 2HB
Boyce (Evans) 2TB, 2HA
Squires (Longstreet) 2PA, 2TB
Richardson (Longstreet) 2HA, 2N
Miller (Longstreet) as printed
Eshleman (Longstreet) 2HA, 2L
Woolfolk (Longstreet) 2L, 2TB
Jordan (Longstreet) 2TB, 1HA, 1L
Elliot (Longstreet) 2PB, 2PA
Eubank (Longstreet) 1TB, 1HA, 1L
Moody (Longstreet) 2TB, 2HB
Parker (Longstreet) 2TB, 2HA
Johnson (Lawton) 2TB, 2L
D'Aquin (Lawton) 2TB, 1PA
Crenshaw (A.P. Hill) 2L, 1HA, 1N
Braxton (A.P. Hill) 4L, 2TB
McIntosh (A.P. Hill) 1PA, 1TB, 1HA, 1N
Pegram (A.P. Hill) 2PA, 2N
Carpenter (J.R. Jones) 1PA, 1TB, 1N, 1L
Brockenbrough (J.R. Jones) 2TB, 1PA, 1HA
Wooding (J.R. Jones) 2PA, 1TB, 1N
Caskie (J.R. Jones) 3L, 1PA
Raine (J.R. Jones) 3TB 1HA
Poague (J.R. Jones) 2PA, 1N
Hardaway (D.H. Hill) 2TB, 1W
Bondurant (D.H. Hill) 2TB, 2HA
Jones (D.H. Hill) 2HA, 2L
Carter (D.H. Hill) 2HA, 2L, 1PA
Blackshears (Reserve) 3HA, 3L
Lane (Reserve) 3PA, 2PB, 1W
Patterson (Reserve) 2PA, 2L
Ross (Reserve) 3PA, 2HA, 1N
Page (Reserve) 3L, 2TB, 1HA
Peyton (Reserve) 3L, 1TB, 1HA
Turner (Reserve) 2L, 1TB
Wimbish (Reserve) 2L, 1N
Watson (Reserve) 2PA, 1HA, 1TB
Cutshaw (Reserve) 2TB, 2HA
Chew (Cavalry) 2TB, 1HA
Hart (Cavalry) as printed
Pelham (Cavalry) as printed

[25.0] TERRAIN

COMMENTARY:

The battle of Antietam was fought over the rolling hills of a typical Maryland farm country landscape. It had unusual features, such as the three stone bridges across Antietam Creek but essentially it was common farmland. When the game is set up it will become obvious that both armies occupy beautifully defensible terrain. However, the Union Player must attack. To do so he must vacate his hilltops, enter the valley of the Antietam and climb the Sharpsburg heights in the face of the guns and infantry of the Army of Northern Virginia; a grim prospect. After playing the game the players will appreciate the desperate nature of the Union attack as well as the beauty of the Confederate position.

CASES:

[25.1] THOROUGHFARES AND BRIDGES

[25.11] Throughfares are pikes, roads, sunken roads, and trails. For a unit to gain any benefit from movement on any of the thoroughfares it must move from one thoroughfare hex directly into an adjacent thoroughfare hex connected by a common thoroughfare hexside. When doing so, the only Movement Point cost for entering the hex is that for entering the thoroughfare hex, the cost of the other terrain in the hex is ignored.

[25.12] To move on a thoroughfare and pay thoroughfare Movement point costs the unit must be in the correct formation: column (infantry), mounted (cavalry) or limbered (artillery).

[25.13] There is no additional Movement Point cost to cross a bridge if the unit is in column, mounted or limbered formation. However, a unit in line or dismounted formation pays an additional cost of one Movement Point (an exception to 6.12), If a unit crosses a bridge to engage in melee combat, the unit's Melee Strength is temporarily reduced by two Strength Points (see Terrain Effects on Combat Chart, 9,56).

[25.14] A unit forced to retreat or rout across a bridge may do so regardless of its formation; however, an infantry unit in line formation which retreats across a bridge is flipped over to its routed side after its movement is completed (it does not undergo further rout movement). This represent the disorganization caused by crowding during retreat across a bridge.

[25.2] FORDS

[25.21] Hexes A-0101 and A-0201 (Blackford's Ford) are ford hexes connected by a ford hexside. Units entering the map at this spot must pay the Movement Point cost for entering both hexes and the Movement Point cost for crossing the ford hexside between them (see 5.19). Note that hex A0201 is then connected to the mainland by a bridge crossing the Chesapeake and Ohio Canal (see 25.53).

[25.22] The only fords on Antietam Creek known to both sides are Snavely's Ford (A-1228/1328), the Upper Ford (B-1943/2042) and Neikirk's Ford (B-1438/1538). Both players are free to use these fords.

[25.23] There are five Ford markers in the game. Two are actual fords, the other three are false information. At the beginning of the game the Confederate Player turns all five markers face down and mixes them up. He then places one marker on each of the remaining four ford hexsides on the map. The fifth marker is not used, and is not looked at by either player.

The Confederate Player may look at the four Ford markers on the map to see where the real fords are located. He may look at them anytime during the game.

[25.24] In order for the Union Player to discover which fords are real he must have an infantry or cavalry regiment (of any strength) spend one full Union Player-Turn adjacent to one of the unknown Ford markers. The unit must remain unpinned and unrouted for the duration of the Union Player-Turn and cannot move or fire. If these conditions are met, the Union Player can look at the Ford marker during his Final Command Phase.

[25.25] The Movement Point cost to cross an Antietam Creek ford depends on the type of unit crossing and its formation. These costs are given on the Terrain Effects on Movement Chart 5.19. Units can cross the Antietam only at bridges and fords.

[25.3] ELEVATIONS

Various terrain features add height to the elevations on which they stand, and can block LOS. For LOS purposes, a mounted cavalry regiment stands 10' high, and all other units stand 5' high.

[25.31] **Crest:** Whenever two elevations are contained in the same hex, that hex is considered to be entirely at the lower level. The hexsides that separate such a hex from an

adjacent hex or hexes at a higher elevation are called crest hexsides. Thus, a unit in hex A-1328 (Snavely's Ford) would be in clear terrain and would pay additional Movement Points to enter hex A-1427 since it would be crossing crest hexside A-1328/1427. However, it would not pay additional costs to enter A-1327 since the movement would be along the same elevation. The costs to cross from a higher to lower elevation are different from those to cross from lower to higher.

A crest hexside provides a defensive column shift against Enemy units firing through the crest hexside, if the Enemy fire originates from an elevation lower than the Friendly unit's crest (see 9.56). If several Enemy units are firing, the Friendly receives the shift as long as at least one Enemy unit fires through the crest hexside from a lower elevation.

[25.32] **Steep crest:** The effect of steep crest hexsides is similar to that of crest hexsides. Players should note that the column shift benefit when a unit is attacked from a lower elevation across a steep crest hexside is greater than that of a crest hexside.

[25.33] **Ridge:** A ridge hexside represent an abrupt rise in elevation that is not great enough to constitute a different elevation level for the hex. A ridge hexside is 10 feet higher than the elevation of the two hexes which form it. A unit occupying a hex that shares a ridge hexside is considered to be on the elevation of the ridge. Thus a unit adjacent to a ridge may see and fire over it.

EXAMPLE: A unit in A-3424 has a clear LOS to A-3625. In addition, the unit receives a column shift benefit when fired on so long as at least one firing Enemy unit attacks across the ridge and is not adjacent to the defending unit. The defensive benefit is lost if the attacker and defender are both adjacent and attacking across the same ridge hexside. A unit crossing a ridge hexside to engage in melee combat has its Melee Strength reduced by 1.

[25.34] **Woods:** Woods are 20 ft. high. A LOS can be traced into, but not through a woods hex if the firing unit and the target are on the same elevation.

[25.4] FIELDS

[25.41] **Cornfields:** Cornfield hexes have an elevation of five feet above the elevation on which the corn grows. A unit occupying a cornfield hex is located on the elevation of the hex, not the elevation plus five feet. Cornfields block LOS (i.e., no unit may fire through a standing cornfield hex into another hex. A unit which occupies a cornfield hex may fire out of that hex and may be fired upon by units which have a LOS into that hex (but not through another cornfield hex).

EXAMPLE: A unit in A-2026 would be able to fire at and be fired upon by a unit in A-2025, but a unit in A-2225 could neither see nor be seen by the unit in A2723. Remember that mounted cavalry may be seen through cornfield hexes since cavalry has a height of ten feet.

[25.42] **Cornfield "Blow Down":** The corn in a cornfield hex will be flattened by small-arms fire at a range of one hex or by artillery fire at a range of three hexes or less. When this happens, a Cornfield Blow-Down marker is placed on the hex and it is considered clear for all purposes for the rest of the game, Important: A unit can never fire into an unoccupied cornfield hex merely to blow down the corn; the hex must be occupied by an Enemy unit to be fired upon.

[25.43] **Plowed Fields:** These are furrowed fields made ready for planting. Wagons and batteries run a risk of breaking axles when they cross plowed fields. Whenever a battery or wagon enters a plowed field hex the owning player must roll a die; on a result of "6" the moving unit suffers a loss. A battery loses one gun eliminated while a wagon loses one small-arms and one artillery ammo box on its Roster. These losses are permanent. The player rolls for each plowed hex entered; it is possible to suffer more than one loss in the same Game-Turn.

[25.44] **Stubble:** Stubble hexes represents fields that have been harvested but have not yet been plowed under and retain their furrows to a degree. These fields have no effect on most units except artillery and wagons, which are slowed somewhat.

[25.45] **Orchards:** Orchards hexes are small groves of trees which do not block LOS but which do slow down the movement of some types of units.

[25.5] CREEKS, STREAMS, CANALS, AND THE POTOMAC

[25.51] The Potomac is impassable except at Blackford's Ford (see 25.21). Antietam Creek is impassable except at the fords which cross it and at its bridges (see 25.2 and 25.13).

[25.52] The many small streams in the Sharpsburg area are shallow, and have only slight effects on movement and melee strengths (see 5.19 and 9.56).

[25.53] The Chesapeake and Ohio Canal, which runs along the north side of the Potomac, is impassable. The canal runs both along hexsides (as in A-0306) and through hexes (as in A-0211). Where it runs along a hexside, that hexside may not be crossed (except at the Blackford's Ford bridge). Where it runs through a hex the hex may be entered but a hex on the Potomac side of that hex may not be entered.

EXAMPLE: Hex A-0211 may be entered but A-0112 cannot. Fire combat may take place across the canal but melee cannot since no unit can cross the canal.

[25.54] Antietam Creek blocks ZOC's and Command Radii. ZOC's and Command Radii do extend across bridges and real fords however.

[25.6] STONE WALLS, RIFLE PITS, AND THE BLOODY LANE

[25.61] Stone walls do not block LOS. They cannot be crossed by artillery and wagons unless the hexside is crossed by a pike, road, or trail. Artillery and wagon crews without guns or wagons can cross stone walls in the same way that infantry does.

[25.62] Only one Friendly unit in a single hex receives the 2-column shift benefit of a stone wall hexside, even if more than one Friendly unit occupies the hex. The unit that receives the shift is the top unit of the stack. The column shift applies to all Enemy small-arms and artillery fire (directed at the protected unit) that crosses a stone wall hexside, regardless of the elevation of the firing Enemy units.

[25.62] The Confederate Player receives six Rifle Pit markers at the beginning of the game. He places them in six different hexes in which the initial set-up calls for a Confederate infantry regiment. However, the Confederate Player cannot place a Rifle Pit marker in a Sharpsburg town hex, a cornfield hex, a woods hex or adjacent to a creek, stream or stone wall hexside. Once a rifle pit is placed, it cannot be moved, dismantled, or destroyed. A rifle pit fills the entire hex it occupies, including the hexsides of that hex.

[25.63] A maximum of 12 Strength Points in 4 units may stack in a rifle pit. However, a single unit may enter the pit even if it has more than 12 Strength Points. The excess Strength Points are ignored for purposes of offensive and defensive fire and melee. They are not ignored for purposes of density however.

[25.64] Infantry, leaders, dismounted cavalry, battery crews, and wagon crews may enter a rifle pit. When a unit leaves a pit it costs that unit one additional Movement Point to enter the first hex outside the pit in addition to the usual Movement Point cost to enter the hex.

[25.65] The defensive benefit a Friendly unit receives from being in a rifle pit depends on the elevation of the firing Enemy unit: Lower elevation—3 shifts left; same elevation—2 shifts left; higher elevation—1 shift left.

[25.67] The Bloody Lane was a sunken road which dropped from a foot-and-a-half to ten feet below ground level. The road is a sort of trench which greatly protected the men in it. For movement purposes, Bloody Lane hexes are treated as road hexes.

[25.68] Units in the Bloody Lane which are fired on exclusively from an adjacent Bloody Lane hex do not receive the 2-column defensive shift.

[25.69] Units behind the Bloody Lane may see and fire over units in the Bloody Lane.

[25.7] SHARPSBURG

[25.71] The Movement Point costs to enter a town hex are listed on the Terrain Effects on

Movement Chart (5.19). Artillery, wagons and mounted cavalry can enter a town hex only by crossing a pike, road, or trail hexside.

[25.72] When firing at a unit in a town hex, the firing unit receives 3 column shifts to the left on the Fire Combat Results Table. Town hexes have no effect on melee combat.

[25.73] For LOS purposes, town hexes are 25 feet high. Units in Sharpsburg cannot see through town hexes but can see directly into adjacent town hexes. Remember that the unit itself is located on the elevation of the hex, not the elevation plus 25 feet.

[25.74] If a unit routs from or into a Sharpsburg hex, the total rout movement is two hexes, not three.

[25.8] HISTORICAL SITES

The various farm houses, churches and other sites noted on the map have no effect whatsoever on play of the game and are included for historical reference only.

[25.9] TERRAIN AND COLUMN SHIFTS

When units are fired upon from several hexes, they receive any column shifts listed on the Terrain Effects On Combat Chart (9.56) even if only one of the firing units gives these shifts. This rule applies when a target unit occupies an orchard, woods, Bloody Lane, rifle pit or town hex, or is fired at through a crest, ridge, steep crest, or stone wall hexside.

EXAMPLE: A unit in the woods (2 shifts left) is fired upon by units in three adjacent hexes. Firing units A and B fire through a stone wall hexside (2 shifts left) while unit C fires from an enfilade hexside (one shift right). The net shifts for the defender are 4 to the left while the enfilade shift is one to the right for a maximum 3-column shift in favor of the defender. All column shifts are cumulative up to the 3-column shift maximum allowed in case 21.72.

[26.0] RETREAT AND ROUT MOVEMENT

GENERAL RULE:

Units that are forced to retreat (for any reason) can never use the retreat as an "advance." When a unit retreats, it must always retreat towards its own lines and cannot retreat as a means of placing the unit in a more offensively advantageous position than the hex it occupied before the retreat.

CASES:

[26.1] CONFEDERATE RETREATS

When a Confederate unit retreats it must, if possible, move into a hex which is southeast, southwest or west of the hex it occupies. This applies to each hex of the unit's retreat. A unit can retreat into a hex which is northeast, northwest or east of its position only if its SW/SE/W hexes are occupied by Enemy units or Enemy ZOC's.

[26.2] UNION RETREATS

When a Union unit retreats it must, if possible, retreat into a northwest, northeast or east hex unless these are occupied by Enemy units or Enemy ZOC's. In addition, a Union unit may retreat southeast if that unit occupies a hex on the west side of Antietam Creek and that unit crossed a bridge or ford.

[27.0] BRIGADE COMBAT EFFECTIVENESS LOSS

The grey-screened boxes on the OB Roster for each brigade represent the BCE limit for that brigade. As the brigade takes casualties, mark boxes off from left to right. When all the grey-screened boxes are marked, the brigade has lost Combat Effectiveness.

CASES:

[27.1] EFFECTS OF BCE LOSS ON INFANTRY AND CAVALRY

The units of a brigade which has reached or passed its BCE limit (become "BCE'd") are subject to the following effects:

1. -1 to Morale Rating: The Morale Rating of every unit in the brigade is reduced by one (but not below 0).

2. No Offensive Melee: The units of a BCE'd brigade cannot initiate melee, although they must defend if meleed by Enemy units. They must retreat if they receive an "Engaged" result in melee.

3. Rally by die-roll: A unit of a BCE'd brigade may only rally by making a Morale Check; if it passes it rallies. To be eligible for rally, the routed unit must be within the Effectiveness Radius of its brigade leader, and the brigade leader must expend a Rally Point. The owning player then rolls a die for the routed unit; if the roll is equal to or less than the unit's Morale, the unit rallies. One is subtracted from the die roll if the unit is stacked with a Friendly leader.

4. Shift 1 Column in Fire Combat: A BCE'd unit receives a one column shift to the left on the Fire CRT. This applies to all Fire Combat, even if the unit fires in combination with non-BCE'd units.

5. Cannot Enter Enemy ZOC: A BCE'd unit may not voluntarily enter an Enemy ZOC. However, if a BCE'd unit is in an Enemy ZOC at the start of its Movement Phase, it is not required to leave. In addition, a BCE'd unit can never voluntarily retreat into an Enemy ZOC. If forced to do so, the unit is captured.

6. No Double Time: The units of a BCE'd brigade cannot use Double Time.

[27.2] EFFECT OF BCE LOSS ON ARTILLERY

Artillery are unaffected by BCE losses to the infantry and cavalry brigades of their division, corps etc. The artillery may fire and move normally. Gun and crew losses never apply to the BCE of their brigades.

[27.3] BRIGADE RETREAT

If a unit of a BCE'd brigade routs and that unit is in the Effectiveness Radius of its brigade commander, all the unpinned, unrouted units of that brigade in the Effectiveness Radius of that leader must retreat two hexes. At the end of the 2 hex retreat, each retreating unit makes a Morale Check and undertakes rout movement (3 hexes) if it fails.

[27.31] Units that are already routed must retreat 3 hexes, rather than 2, when the brigade is forced to retreat. Already routed units do not make a Morale Check at the end of the Brigade Retreat.

[27.32] The pinned units of a brigade undergoing brigade retreat remain pinned and do not retreat.

[27.33] Units that retreat out of Enemy ZOC's are subject to withdrawal fire (see 10.1). If, due to the fire, a unit is pinned, it is pinned after retreating one hex.

[27.34] Units that are unable to retreat are subject to capture (see 14.1).

[27.35] A brigade may only undergo brigade retreat once per Phase. If a second unit routs as a result of a Morale Check made during brigade retreat, the brigade does not retreat again. In addition, the routed unit which triggered the brigade retreat retreats only three hexes, and does not make a Morale Check at the end of its movement.

[27.36] The artillery batteries of a brigade are never forced to undergo Brigade Retreat. However, players have the option to limber and retreat any battery within the Effectiveness Radius of a brigade leader whose brigade is undergoing Brigade Retreat. This is the only way an artillery unit may ever change formation in a Phase other than the Friendly Movement Phase.

[27.36] Players have the option of retreating any supply wagon within the Effectiveness Radius of a brigade leader forced to undergo Brigade Retreat.

[27.4] EFFECT OF LEADER LOSS ON BCE

The loss of a corps, division, or brigade commander affects the BCE limit of all brigades subordinate to the lost commander. This is true both of original commanders and of any replacement commanders "promoted" during the course of the game.

[27.41] The BCE limit of a brigade is reduced one box on the OB Roster each time its brigade commander is killed, wounded or captured. This BCE reduction is marked off regardless of the distance between the leader and the units of his brigade.

[27.42] The BCE limit is reduced by one box when a brigade commander replacement is killed, wounded or captured; thus, a brigade's BCE limit is reduced each time its leader is removed from the map.

[27.43] To record a leader casualty, players should draw a vertical line between the last two boxes to the left of a brigade's BCE limit.

EXAMPLE: Wofford's Brigade has a BCE limit of 10. Wofford is killed, and the Confederate Player draws a vertical line between the ninth and tenth boxes on the OB Roster. Wofford's replacement is wounded, and the player draws a line between the eighth and ninth boxes. These leader casualties have affected the brigade's BCE limit, even though the brigade has not suffered casualties. Later, the brigade loses eight Strength Points in combat, thus becoming BCE'd.

WOFFORD ☒☒☒☒☒☒☒☒☒ □□□□□□□□

[27.44] The BCE limit reduction for leader casualties is:

Brigade leader: -1 (affects his brigade only)
Division leader: -2 (affects each brigade of his division)
Corps leader:-2 (affects each brigade of his corps)

[28.0] LEADERSHIP

COMMENTARY:

The battle of Antietam very clearly demonstrated the superiority of Confederate leadership over that of the Union. At a regimental and brigade level the armies were almost equal in skill (if not in numbers) and indeed the Union held the advantage because they were fit and well-fed, while the Confederates were shoeless, hungry, and sick.

The Confederates had a slight edge in divisional quality, although both armies contained skillful division commanders. George Gordon Meade and John Sedgwick were notable Union commanders, while A.P. Hill and John Bell Hood were outstanding Confederate generals. Both armies also contained some incompetent division commanders who had not yet been weeded out. At the corps and army level the difference in quality drastically favored the Confederates.

The differences in the corps structure of the two armies dictated the manner in which the armies fought. The nine divisions of the Army of Northern Virginia were organized into two corps, each commanded by a man of outstanding ability. These men were Thomas "Stonewall" Jackson and James Longstreet. Lee had two subordinates whose skill and judgment he could trust. He was able to plan his battle at Antietam with some degree of assurance that his orders would be executed as planned. The Army of the Potomac was a different story. It was organized into six corps, which in theory made it more flexible. Actually, the structure made the army more cumbersome, due to the personalties of its generals. The Army of the Potomac offered wide scope to personal intrigue, jealousy, and ambition. The result was that the army contained men of little ability, like Ambrose Burnside, William Franklin, and Fitz-John Porter, as well as aggressive generals like Joseph "Fighting Joe" Hooker. The structure of the army and the personalities of the commanders allowed for command control lapses on the battlefield.

The difference in battlefield skills between Robert E. Lee and George McClellan had a crucial effect on the conduct and outcome of the battle of Antietam. Throughout the battle, Lee was able to exploit McClellan's obvious inadequacies as a general. In doing so, Lee was able to offset the 2-to-1 numerical advantage that the Federals had.

CASES:

[28.1] ROBERT E. LEE

Robert E. Lee's counter begins play in Confederate army headquarters, located behind Sharpsburg. Lee's counter is important for command purposes and for victory conditions. If Lee is captured or becomes a casualty, the Confederate Player loses the game immediately.

[28.11] Lee has 4 Command Points which may be spent in the Confederate Initial Command Phase to increase the Effectiveness Radius of any Confederate brigade commander within 10 hexes of Lee (see 17.22). These 4 Points may be divided among several commanders or expended all on one at the Confederate Player's choice.

[28.12] All 4 of Lee's Command Points may be spent in the Confederate Initial Command Phase to place in command any one brigade commander of the Confederate army, regardless of the distance and terrain between Lee and the brigade commander.

[28.2] JACKSON AND LONGSTREET

[28.21] Thomas "Stonewall" Jackson and James Longstreet were the corps commanders of the Army of Northern Virginia. Jackson and Longstreet have 3 Command Points each, which may be used to extend the Effectiveness Radii of brigade commanders in their respective corps. The brigade commander or commanders must begin the Confederate Initial Command Phase within 10 hexes of their corps commander (remember 10.4). These Points may be split among several leaders or given all to one leader. These points may be added to other Command Points given by Lee and the division commander to extend a brigade leader's Effectiveness Radius. The Radius of a brigade commander can never be more than twice the Radius printed on the counter.

[28.21] Jackson and Longstreet have no Corps Integrity Radius, unlike the Union corps commanders. Confederate division commanders are always in command, regardless of the distance between the division commander and his corps commanmder.

[28.3] J.E.B. STUART

J.E.B. Stuart was the commander of the cavalry of the Army of Northern Virginia and was one of the most colorful and exciting leaders of the war. Stuart has special command effects on the units of his division.

[28.31] The cavalry brigades of Stuart's Division function as independent brigades; they need not be within his Divisional Integrity Radius in order to be in command.

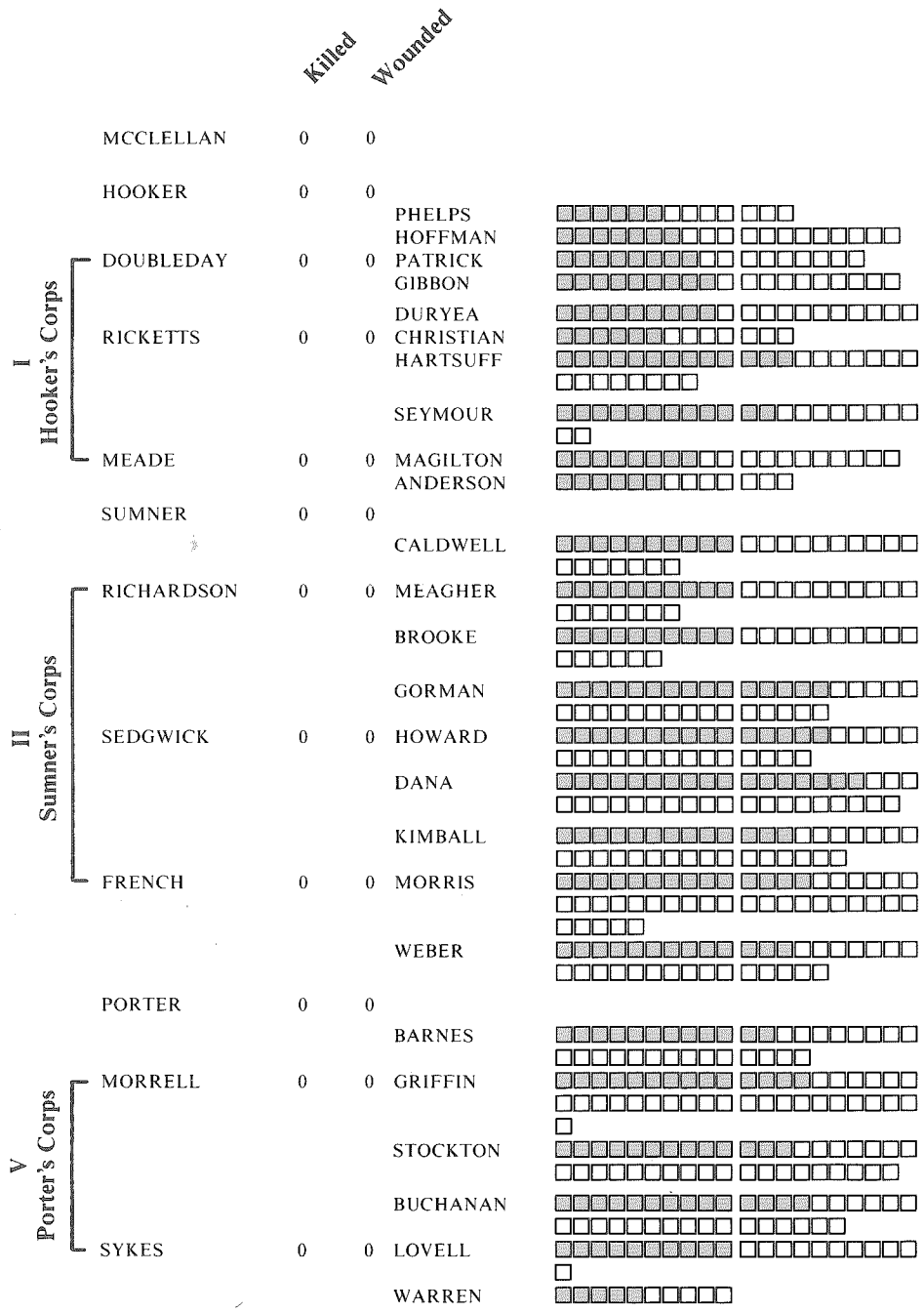
[28.32] Stuart himself may command any Confederate cavalry units which begin the Confederate Initial Command Phase within his Divisional Integrity Radius. Thus, Stuart acts as a fourth brigade commander but is capable of commanding any and all Confederate cavalry units within his Radius. He may also expend his 3 Command Points to increase the Effectiveness Radii of his subordinate commanders, like a normal division commander.

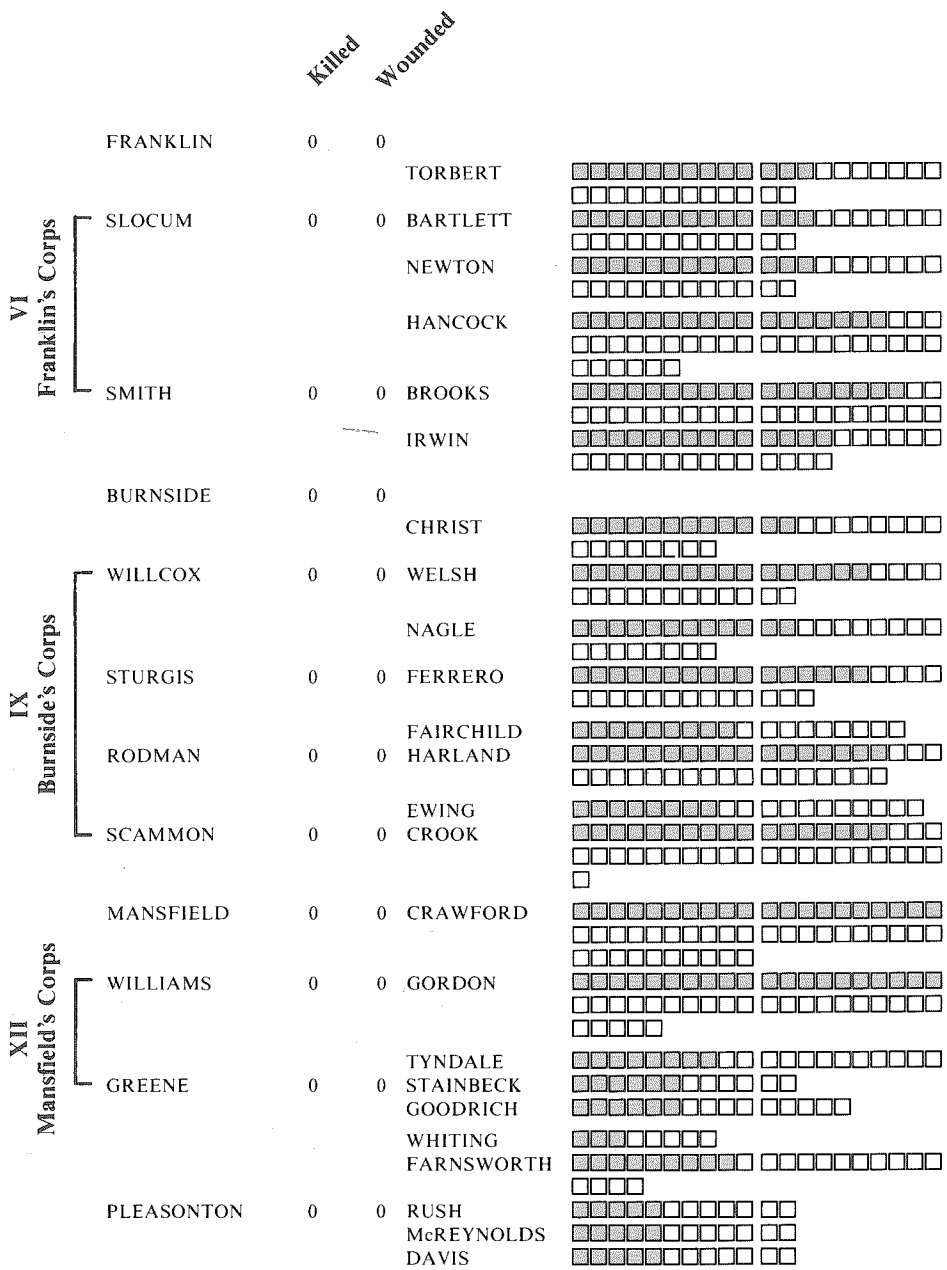
[28.4] CONFEDERATE LEADER REPLACEMENT

[28.41] If Longstreet, Jackson or Stuart are captured or become casualties their counters are removed from play and their loss is noted on the Confederate OB Roster. However, there is no change in the other leaders on the map. Confederate division commanders (and the brigade commanders of Stuart's division) are always in command, even if their corps commanders become casualties. Confederate division commanders are never promoted to corps command.

[28.42] A division commander who becomes a casualty or is captured is replaced by the brigade commander in his division with the highest rank (see 20.4), If two or more brigade commanders have the same rank, the one with the highest Divisional Integrity Radius (the number in parentheses) is promoted. If there is still a tie, the player has his choice. This new division commander has only one Command Point (regardless of his brigade values). When s brigade commander is promoted remember to use one of the anonymous brigade commanders to command his old brigade (as per 17.83).

UNION OB ROSTER





UNION ARTILLERY ROSTER

I Corps	Edgell	HA□□□□□□	□□□□
	Monroe	N□□□□□□	□□□□
	Reynolds	TB□□□□□□	□□□□
	Campbell	N□□□□□□	□□□□
	Matthews	TB□□□□	□□□/□
	Thompson	TB□□□□	□□□/□
	Simpson	N□□□□	□□□/□
	Cooper	TB□□□□	□□□/□
	Ransom	N□□□□	□□□/□
II Corps	Petit	PA□□□□□□	□□□□
	Thomas	N□□□□□□	□□□□
	Tompkin	PA□□□□□□	□□□□
	Woodruff	N□□□□□□	□□□□
	Frank	N□□□□	□□□/□
	Hazard	N□□□□□□	□□□□
	Owen	TB□□□□□□	□□□□
V Corps	Martin	N□□□□	□□□/□
	Waterman	N□□□□	□□□/□
	Hazlett	PA□□□□□□	□□□□
	Randol	N□□□□	□□□/□
	Weed	TB□□□□	□□□/□
	Van Reed	N□□□□	□□□/□
	Wever	PB□□□□	□□□/□
	Von Kleiser	PB□□□□	□□□/□
	Langner	PB□□□□	□□□/□
	Kusserow	TB□□□□	□□□/□
	Taft	PB□□□□	□□□/□
	Graham	N□□□□□□	□□□□
	Miller	N□□□□□□	□□□□
VI Corps	Wolcott	TB□□□□□□	□□□□
	Porter	N□□□□□□	□□□□
	Hexamer	TB□□□□□□	□□□□
	Williston	N□□□□□□	□□□□
	Vanneman	TB□□□□□□	□□□□
	Cowan	TB□□□□	□□□/□
	Martin	PA□□□□□□	□□□□
IX Corps	Cook	HA□□□□□□	□□□□
	Benjamin	PB□□□□	□□□/□
	Durell	PA□□□□□□	□□□□
	Clark	PA□□□□	□□□/□
	Whiting	HA□□□	□□□/□
	Muhlenberg	N□□□□□□	□□□□
	McMullin	PA□□□□□□	□□□□
	Simmonds	PA□□□□□□□	□□□□
	Roemer	TB□□□□□□	□□□□
XII Corps	Robinson	PB□□□□	□□□/□
	McGilvery	PB□□□□	□□□/□
	Cothran	TB□□□□□□	□□□□
	Bruen	N□□□□	□□□/□
	Knap	TB□□□□□□	□□□□
	Hampton	TB□□□□	□□□/□
	Muhlenberg	TB□□□□□□	□□□□
Cavalry	Tidball	N□□□□□□	□□□□
	Robertson	N□□□□	□□□/□
	Hain	TB□□□□□□	□□□□
	Gibson	TB□□□□□□	□□□□

[9.56] TERRAIN EFFECTS ON COMBAT CHART

Terrain Type	Cavalry Charge into or through	Blocks Line of Sight	Shift Fire Column	Effect on Melee Strength[1]
Clear, Stubble Plowed	yes	no	—	—
Cornfield (25.41)	yes	yes	—	—
Orchard	no	no	1 Left	—
Woods	no	yes	2 Left	—
Crest/Ridge	O/T	yes[2]	1 Left[4]	Subtract 1 SP[4] when crossed
Steep Crest	no	Yes[2]	2 Left[4]	Subtract 2 SP's[4] when crossed
Rifle Pit (25.6)	no	no	3/2/1 Left[3]	Subtract 1 SP when crossed
Stone Wall	no	no	2 left	Subtract 1 SP when crossed
Sunken Road (25.6)	no	no2 Left	—	
Town	no	yes	3 Left	—
Stream	no	no	—	Subtract 1 SP when crossed
Bridge/Ford	no	no	—	Subtract 2 SP's when crossed
Creek/River/Canal	no	no	—	Impassable terrain

Terrain not listed above has no effect on combat. Remember, the maximum column shift has increased from **two** (in the Standard Rules) to **three** (exception to 9.51). O/T = The other terrain in the hex determines whether or not that hex has the effect in question. — = terrain type has no effect. **Notes:** 1. A unit that crosses a hexside to engage in melee has its strength reduced by the listed amount. A stack of units has its strength reduced only once, not once for each unit in the stack. Units or stacks which enter the hex by crossing different hexsides have their strengths reduced separately. Thus, the total reduction may be greater than one or two points. 2. Crests block LOS if they are higher than either the firing or target unit, and neither unit occupies that crest hex. 3. Rifle pits have a different column shift benefit depending on the relative elevation of the firing and defending units. If the firing unit is firing up at the pit, shift 3; same elevation, shift 2; if the firing unit is above the pit, shift 1. 4. Applies only if the attacking unit occupies a lower elevation.

UNION "GREEN" UNIT MORALE STATUS ROSTER

II CORPS
Dana — 59NY ( )
Kimball — 132Pa ( )
Morris — 14Conn ( )
108NY ( )
130Pa ( )
Weber — 1Del ( )
4NY ( )
5Md ( )

V CORPS
Barnes — 2DC ( )
118Pa ( )
Stockton — 20Me ( )

VI CORPS
Hancock — 137Pa ( )

IX CORPS
Harland — 16Conn ( )

XII CORPS
Crawford — 124Pa ( )
125Pa ( )
128Pa ( )
Gordon — 13NJ ( )
107NY ( )
Tyndale — 28Pa ( )

CONFEDERATE OB ROSTER

	Killed	Wounded		
R.E. LEE	0	0		
LONGSTREET	0	0		
LONGSTREET'S CORPS / MCLAWS	0	0	KERSHAW	□□□□□□□□□□ □□□□□□
			SANDERS	□□□□□□□□
			SEMMES	□□□□□□□□□□ □□□□□
			BARKSDALE	□□□□□□□□□□ □□□□□□□□
LONGSTREET'S CORPS / R. ANDERSON	0	0	CUMMING	□□□□□□□□□□ □□□□
			PARHAM	□□□□□□□□□
			POSEY	□□□□□□□□□□ □□□□□□□□
			ARMISTEAD	□□□□□□□□□
			PRYOR	□□□□□□□□□□ □□□□
			WRIGHT	□□□□□□□□□□ □□□
LONGSTREET'S CORPS / D.R. JONES	0	0	TOOMBS	□□□□□□□□□□ □□□
			DRAYTON	□□□□□□□□□□
			GARNETT	□□□□□□
			KEMPER	□□□□□□□□□□
			J WALKER	□□□□□□□□□□ □□□□□
			GT ANDERSON	□□□□□□□□□□ □□□□□□
LONGSTREET'S CORPS / J.G. WALKER	0	0	MANNING	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□□
			RANSOM	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□
LONGSTREET'S CORPS / HOOD	0	0	WOFFORD	□□□□□□□□□□ □□□□□□□□
			LAW	□□□□□□□□□□ □□□□□□□□□□ □□□
			EVANS	□□□□□□
JACKSON	0	0		
			DOUGLAS	□□□□□□□□□□ □□□□□□□□□□ □□□□□□
JACKSON'S CORPS / LAWTON	0	0	EARLY	□□□□□□□□□□ □□□□□□□□□□ □□□□
			JA WALKER	□□□□□□□□□□ □□□□□
			HAYS	□□□□□□□□□□
JACKSON'S CORPS / A.P. HILL	0	0	BRANCH	□□□□□□□□□□ □□□□□
			GREGG	□□□□□□□□□□ □□□□□□□□□□ □□□
			BROCKENBROUGH	□□□□□□□□□□ □□
			ARCHER	□□□□□□□□
			PENDER	□□□□□□□□□□ □□□
JACKSON'S CORPS / J.R. JONES	0	0	GRIGSBY	□□□□
			WARREN	□□□□□□□□□□□
			JOHNSON	□□□□□□□□
			STARKE	□□□□□□□□□□ □□
JACKSON'S CORPS / D.H. HILL	0	0	RIPLEY	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□
			RODES	□□□□□□□□□□ □□□□□□□
			MCRAE	□□□□□□□□□□ □□□□□
			GB ANDERSON	□□□□□□□□□□ □□□□□□□□□□ □□□□
			COLQUITT	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□
J.E.B. STUART	0	0	HAMPTON	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□□□□
			LEE	□□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□□□□
			MUNFORD	□□□□□□□□□□ □□□□□□

CONFEDERATE ARTILLERY ROSTER

McLaws	Manley	L□□□□□□	□□□□
	Pulaski	TB□□□	□□/□□
	Macon	L□□□□□□	□□□□
	McCarthy	L□□□□	□□□/□
	Carlton	PA□□□□□	□□□□
D.R. Jones / R. Anderson	Maurin	L□□□□□□	□□□□
	Huger	PA□□□□	□□□/□
	Moorman	PA□□□□	□□□/□
	Thompson	HA□□□□□□	□□□□
D.R. Jones / Walker	Wise	L□□□□	□□/□□
	French	PA□□□□□□	□/□□□
	Branch	HA□□□□□□	□/□□□
Hood / J.G. Walker	Bachman	N□□□□	□□/□□
	Garden	L□□□□	□□/□□
	Reilly	HB□□□□□□	□□□/□
Evans	Boyce	TB□□□□	□□/□□
Longstreet	Squires	TB□□□□	□□/□□
	Richardson	HA□□□□	□□/□□
	Miller	N□□□□	□□/□□
	Eshleman	HA□□□□	□□/□□
	Woolfolk	L□□□□	□□/□□
	Jordan	TB□□□□	□□/□□
	Elliot	PB□□□□	□□/□□
	Eubanks	HA□□□□	□□/□□
	Moody	HB□□□□	□□/□□
	Parker	HB□□□□	□□/□□
Lawton	Johnson	TB□□□□	□□/□□
	D'Aquin	TB□□□	□□/□□
A.P. Hill	Crenshaw	L□□□□	□□□/□
	Braxton	L□□□□□□	□□□□
	McIntosh	PA□□□□	□□□/□
	Pegram	N□□□□	/□□□□*
J.R. Jones	Carpenter	N□□□□	□□/□□
	Brknbrough	TB□□□□	□□/□□
	Wooding	PA□□□□	□□/□□
	Caskie	L□□□□	□□/□□
	Raine	TB□□□□	□□/□□
	Poague	PA□□□	□□/□□
D.H. Hill	Hardaway	TB□□□	□□/□□
	Bndurant	HA□□□□	□□/□□
	Jones	L□□□□	□□/□□
	Carter	HA□□□□□	□□□/□
Reserve	Blskhears	L□□□□□□	□□□/□
	Lane	PA□□□□□□	□□□/□
	Patterson	PA□□□□	□□/□□
	Ross	HA□□□□□□	□□□/□
	Page	L□□□□□□	□□□/□
	Peyton	HA□□□□□□	□□□/□
	Turner	W□□	□□/□□
	Wimbish	L□□□	□□/□□
	Watson	PA□□□□	□□/□□
	Cutshaw	HA□□□□	□□/□□
Cavalry	Chew	TB□□□	□□/□□
	Hart	TB□□□□	□□/□□
	Pelham	TB□□□□	□□/□□

* may fire only *once*; arrived on the field with only one shot per gun.

[9.56] TERRAIN EFFECTS ON COMBAT CHART

Terrain Type	Cavalry Charge into or through	Blocks Line of Sight	Shift Fire Column	Effect on Melee Strength[1]
Clear, Stubble Plowed	yes	no	—	—
Cornfield (25.41)	yes	yes	—	—
Orchard	no	no	1 Left	—
Woods	no	yes	2 Left	—
Crest/Ridge	O/T	yes[2]	1 Left[4]	Subtract 1 SP[4] when crossed
Steep Crest	no	yes[2]	2 Left[4]	Subtract 2 SP's[4] when crossed
Rifle Pit (25.6)	no	no	3/2/1 Left[3]	Subtract 1 SP when crossed
Stone Wall	no	no	2 Left	Subtract 1 SP when crossed
Sunken Road (25.6)	no	no	2 Left	—
Town	no	yes	3 Left	—
Stream	no	no	—	Subtract 1 SP when crossed
Bridge/Ford	no	no	—	Subtract 2 SP's when crossed
Creek/River/Canal	no	no	—	Impassable terrain

Terrain not listed above has no effect on combat. Remember, the maximum column shift has increased from **two** (in the Standard Rules) to **three** (exception to 9.51). O/T = The other terrain in the hex determines whether or not that hex has the effect in question. — = terrain type has no effect. **Notes:** 1. A unit that crosses a hexside to engage in melee has its strength reduced by the listed amount. A stack of units has its strength reduced only once, not once for each unit in the stack. Units or stacks which enter the hex by crossing different hexsides have their strengths reduced separately. Thus, the total reduction may be greater than one or two points. 2. Crests block LOS if they are higher than either the firing or target unit, and neither unit occupies that crest hex. 3. Rifle pits have a different column shift benefit depending on the relative elevation of the firing and defending units. If the firing unit is firing up at the pit, shift 3; same elevation, shift 2; if the firing unit is above the pit, shift 1. 4. Applies only if the attacking unit occupies a lower elevation.

CONFEDERATE SUPPLY WAGONS ROSTER

McLaws	10 □□□□□□□□□□	20 □□□□□□□□□□ □□□□□□□□□□
R. Anderson	16 □□□□□□□□□□ □□□□□□	17 □□□□□□□□□□ □□□□□□□
D.R. Jones	18 □□□□□□□□□□ □□□□□□□□	3 □□□
J.G. Walker	6 □□□□□□	10 □□□□□□□□□□
Hood	6 □□□□□□	12 □□□□□□□□□□ □□
Lawton	14 □□□□□□□□□□ □□□□	6 □□□□□□
A.P. Hill	11 □□□□□□□□□□ □	6 □□□□□□
J.R. Jones	12 □□□□□□□□□□ □□	19 □□□□□□□□□□ □□□□□□□□□
D.H. Hill	14 □□□□□□□□□□ □□□□	13 □□□□□□□□□□ □□□
Cavalry	7 □□□□□□□	8 □□□□□□□□
Reserve	5 □□□□□	42 □□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□□□□□□□□□ □□

[12.98] MELEE COMBAT RESULTS TABLE

		Melee Strength Differential (Attacker minus Defender)											
		-7 or Less	-5 -6	-3 -4	-2	-1 0 +1	+2	+3 +4	+5 +6	+7 +8 +9	+10 +11 +12	+13 +14 +15	+16 or more
Dice													
2	Att:	R2	Eng	K1	C1R2	Eng	Eng	—	K2R2	Eng	Eng	—	—
	Def:	—	Eng	K2R2	—	Eng	Eng	R2	K1	Eng	Eng	R2	K1R2
3	Att:	K1R2	Rplsd	—	K2R2	K2R2	K2R2	R2	R2	K1	—	—	K1
	Def:	—	Rplsd	K1R2	K1	K1	K1	—	—	K2R2	K1R2	K1R2	C3R2
4	Att:	K2R2	K4R3	Eng	—	Rplsd	Rplsd	K1R2	—	—	—	—	K1
	Def:	K1	K2	Eng	R2	Rplsd	Rplsd	—	C1R2	K1R2	R2	K2R2	K4R2
5	Att:	K2R2	R2	C1R2	—	R2	Rplsd	—	Rplsd	—	—	K1	—
	Def:	—	—	—	K1R2	—	Rplsd	K1R2	Rplsd	K1R2	K2R2	K4R3	C1R2
6	Att:	K3R2	K1R2	Rplsd	K1R2	Rplsd	—	—	K1	—	—	—	—
	Def:	—	—	Rplsd	—	Rplsd	K1R2	R2	K2R2	R2	K1R2	K2R2	C2R2
7	Att:	K3R2	K2R2	K1R2	Eng	Eng	Eng	Eng	—	—	—	K1	—
	Def:	—	—	—	Eng	Eng	Eng	Eng	R2	K2R2	K2R2	K3R2	K3R2
8	Att:	C2R2	C1R2	R2	R2	K1R2	—	Rplsd	—	—	—	—	—
	Def:	—	—	—	—	—	R2	Rplsd	K1R2	C1R2	C1R2	C2R2	K2R2
9	Att:	K4R3	K3R2	K2R2	Rplsd	—	K1R2	—	Eng	K1	K1	—	—
	Def:	K2	K1	K1	Rplsd	R2	—	K1R2	Eng	K3R2	K3R2	C1R2	C3R2
10	Att:	C3R2	K1	K1	Rplsd	—	R2	K1	—	R2	K1	K2	K2
	Def:	K1	R2	R2	Rplsd	K1R2	—	K2R2	K1R2	K1	C2R2	C3R2	K4R3
11	Att:	K1R2	C2R2	K3R2	K1	K1	K1	—	K1R2	—	K1	—	K2
	Def:	—	K1	K1	K2R2	K2R2	K2R2	C1R2	—	C2R2	C3R2	K1R2	C4R3
12	Att:	C4R3	C3R2	C2R2	Eng	—	—	K2R2	—	K1	K2	K2	—
	Def:	K2	K1	K1	Eng	K1R2	C1R2	K1	C2R2	C3R2	K4R3	C4R3	K1R2

Att: = Effect on Atacker. **Def:** = Effect on Defender. — = No Effect. **K** = Kill; that number of SP's is lost. **C** = Capture; that number of SP's is captured. **R** = Retreat; units must retreat that number of hexes, then make a Morale Check. **Eng** = Engaged; the units are engaged (see 12.94). **Rplsd** = Repulsed; the units are repulsed (see 12.95) Retreats are alway executed after losses are taken, thus C2R2 means that 2 SP's are captured and the remaining SP's retreat two hexes. Differentials less than -7 are treated as -7; differentials greater than +16 are treated as +16.

[24.35] OVERSHOOT TABLE

Range in Hexes from Firing Unit to Target Hex

Die	9 - 15	16 or more
1	S	S
2	S	S
3	S	S
4	A	S
5	A	S
6	A	A

Results: **S** = Fire scatters into adjacent hex; roll a die and consult Scatter Diagram printed on the map. **A** = Fire is accurate. (+1 is added to the die roll if Optional Rule 24.34 is used.)

[24.95] PROLONGE TABLE

Number of Guns Which May Retire

Dice	Morale 2-3	Morale 4-5
2	4	5
3	5	3
4	1	2
5	2	4
6	3	6
7	4	5
8	2	4
9	3	3
10	1	2
11	6	5
12	4	1

[9.16] FIRE COMBAT RESULTS TABLE

	Total Fire Strength Directed into the Hex													
	Shift Only	**0 or less**	**1 to 2**	**3 to 4**	**5 to 8**	**9 to 13**	**14 to 18**	**19 to 24**	**25 to 31**	**32 to 38**	**39 to 47**	**48 to 56**	**57 to 67**	**68+**
DICE														
2	R	1	1	2*	P/R	3*	P	P	4*	4*	5*	3*	6*	5*
3	P	R	1	1	2*	P	R	2*	1	2	4*	5*	4*	6*
4	P/R	P	R	1	P	R	P/R	3*	P/R	1	1	4*	5*	5*
5	—	P/R	P	P	R	2*	2*	2*	3*	3*	P/R	1	3*	4*
6	—	—	P/R	—	P/R	1	P/R	1	P/R	1	2*	2	2*	2*
7 Art	—	—	—	P/R	1	P/R	1	P/R	1	1	3*	3*	2	3*
8 S-A	—	—	—	—	—	1	1	1	1	2*	2	2*	1	2
9 Art	—	—	—	R	—	—	—	—	2*	2*	1	1	3*	1
10	—	—	—	—	—	—	—	P/R	2	P/R	1	P/R	2*	3*
11	—	—	—	1	—	—	3*	1	2*	P/R	2*	2*	4*	2*
12	—	—	1	—	1*	P/R	2*	R	R	P/R	1	2	P/R	4*

This table is used to resolve all Fire Combat. There is no separate Grapeshot Row. The Shift Only column is used only when a defensive column shift requires a column lower than the 0 or less column.

Explanation of Results: # = Lose that number of SP's or guns and make a Morale Check. **P/R** = Pin or Rout; Roll one die, if the result is equal to or lower than the unit's Morale, it is Pinned; if the result is higher, the unit Routs. **P or R** = Possible Pin or Rout, respectively. Make a Morale Check; If the unit fails, it is Pinned or Routed, respectively; if it passes, no effect. #* = Lose indicated number of SP's/guns and make a Morale Check; if the unit passes, roll again; if the unit fails the second Morale Check, it is Pinned; if it passes the unit is not Pinned.

Ammo depletion checks are made when the appropriate result is rolled: 7 or 9 for firing artillery; 8 for small-arms units. A battery using Rapid Fire always expends one round of ammunition, and does not lose additional ammunition if a 7 or 9 is rolled.

[9.25] RANGE EFFECTS CHART

		Current Strength Multiplier at Range							
Artillery	**Max Range**	**1**	**2**	**3**	**4**	**5**	**6-8**	**9-15****	**16+****
L (6 lb. smoothbore)*	12 Hexes	5	3	1	1	1	½	½	—
N (12 lb. Napoleon)*	13 Hexes	8	5	2	1	1	1	½	—
TB (3" rifled gun)	19 Hexes	4	3	2	2	2	1	1	½
HA (12 lb. howitzer)*	9 Hexes	9	5	1	1	1	1	½	—
HB (24 lb. howitzer)*	11 Hexes	10	6	2	1	1	1	½	—
PA (10 lb. Parrott)	26 Hexes	4	3	2	2	2	2	1	½
PB (20 lb. Parrott)	35 Hexes	4	4	2	2	2	2	1	½
W (Whitworth rifled gun)	70 Hexes	—	—	1	1	1	1	1	1
Small-Arms									
R (rifled musket)	5 Hexes	2	1	1	½	½	—	—	—
M (smoothbore musket)	2 Hexes	2	½	—	—	—	—	—	—
C (carbine)	3 Hexes	2	1	½	—	—	—	—	
S (shotgun)	1 Hex	3	—	—	—	—	—	—	—
P (pistol)	1 Hex	1	—	—	—	—	—	—	—
SR (Sharps rifle)	5 Hexes	3	2	1	½	½	—	—	—
TR (telescopic rifle)	8 Hexes	½	1	2	2	1	1	—	—

The number obtained when cross-indexing the firing weapon type with the range to the target is the Current Strength Multiplier for that firing unit. **Example:** Three Strength Points of rifles (R) firing at a target at one hex range would be multiplied by "2", yielding a Fire Strength of "6" (2 x 3 = 6). — = Weapon type may not fire at that range ** = Check for Overshoot (see 24.31). * = Capable of Rapid Fire (see 24.1).

[11.34] AMMUNITION LOSS TABLE

Die	**Fire 1-2**	**Combat 3-4**	**Result 5-6**
1	1	2	3
2	2	3	4
3	3	4	5
4	4	5	6
5	6	7	E
6	E	E	E

Results: # is the amount of small-arms **and** artillery ammo that is eliminated from the wagon. thus, if the result were "2", then 4 rounds would be lost, 2 small-arms and 2 artillery. E indicates that the entire wagon is eliminated.

[8.35] DENSITY ADJUSTMENT CHART

Number of Strength Points in Hex					
1-2	**3-4**	**5-10**	**11-14**	**15-18**	**19+**
Effects: -2	-1	0	+1	+2	+3

The effect is the number of column shifts applied to the Fire Combat Results Table either to the left (-) or right (+). **Note:** A battery counts as one Strength Point for density purposes and a wagon counts as four.

[17.76] LEADER CASUALTY TABLE

Result	**"K" melee**	**"C" melee**	**"Rpls" melee**	**Small-arms**	**Artillery**
Wounded	6	—	2	5	3
Killed	2 or 12	—	12	2 or 12	2
Captured	—	2-4	—	—	—

Use two dice. The numbers listed are the exact numbers needed to be rolled on two dice for the listed result to apply.

MORALE POINT HEXES

MAP/HILL (level 4)	MAP/WOODS	MAP/WOODS	SHARPSBURG
B1925	B1618	A3614	A3519
B1824	B1619	A3514	A3520
B1725	B1620	A3515	A3521
B1724	B1519	A3408	A3415
B1623	B1520	A3309	A3416
B1423	B1521	A3310	A3417
B1323	B1418	A3311	A3418
B1223	B1419	A3208	A3419
B2021	B1420	A3209	A3420
B1921	B1421	A3210	A3421
B1821	B1318	A3109	A3422
B1820	B1319	A3110	A3314
B2513	B1320	A3111	A3315
B2413	B1321	A3008	A3316
B0714	B1218	A3009	A3317
B0613	B1219	A2606	A3318
B0513	B1119	A2607	A3319
B0320	B1109	A2506	A3320
A1630	B1008	A2507	A3321
A2321	B1009	A2508	A3322
A2219	B0909	A2304	A3214
A2514	B0910	A1707	A3215
A2413	B0808	A1708	A3216
A2314	B0809	A1606	A3217
A2214	B0708	A1607	A3218
A2115	B0709	A1608	A3219
A2014	B0606	A1507	A3220
A1915	B0607	A1508	A3221
A1814	B0608	A1407	A3222
A1714	B0505	A1408	A3115
A1613	B0506	A1308	A3116
A1513	B0507	A1208	A3117
A1412	B0508	A1113	A3118
	B0509	A1012	A3119
MAP/WOODS	B0403	A1013	A3120
	B0404	A0913	A3121
B2012	B0405	A0815	A3122
B2013	B0406	A0715	A3015
B2014	B0407	A0614	A3016
B1913	B0408	A0615	A3017
B1914	B0306	A0512	A3018
B1915	B0307	A0515	A3019
B2117	B0308	A0517	A3020
B2118	A3701	A0410	
B2016	A3601	A0411	**BLOODY LANE**
B2017	A3501	A0412	B0923
B1918	A3502	A0413	B0924
B1919	A3401	A0414	B0925
B1818	A3402	A0415	B0926
B1719	A3301	A0416	B0826
	A3302	A0311	B0827
	A3101	A0312	B0728
	A3001	A0313	B0729
	A2902	A0314	B0629
	A3714	A0315	
	A3612	A0316	
	A3613	A0212	

UNION ARMY MORALE ROSTER

Game-Turn	Starting Morale	Number of Hexes Taken2	Final Morale (Minus 1)
1	15		
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20 *			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
31			
32			
33			
34			
35			
36			
37			
38			
39			

* — The value of all Morale Point hexes are doubled from Turn 20 on.

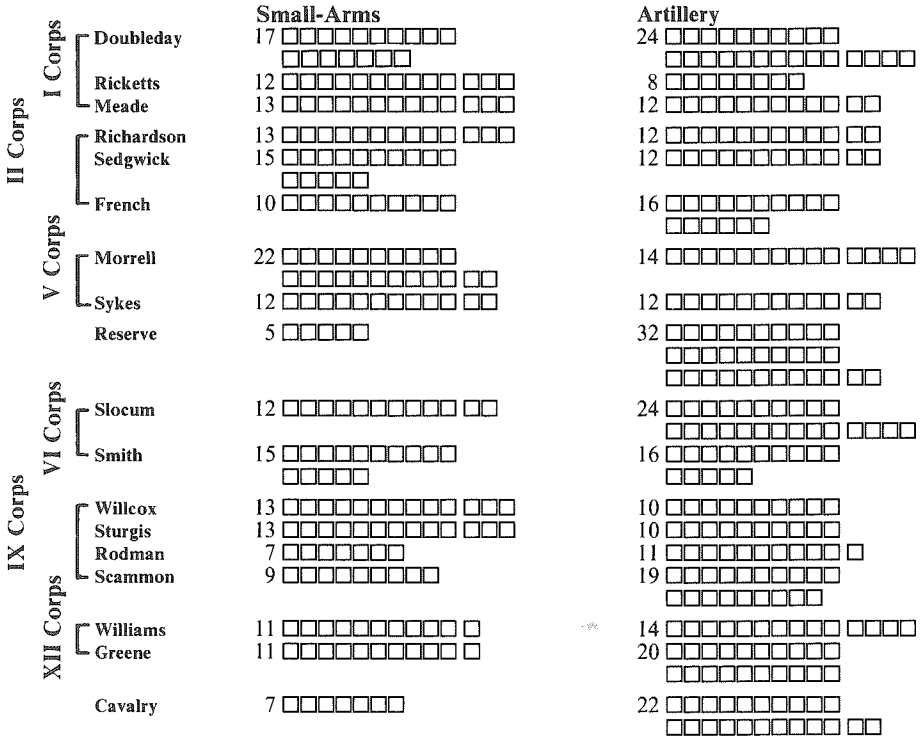
The Union Player loses Army Morale Points if the confederates capture any Level 4 hilltop hex NOT listed on this roster (see 32.54).

[12.65] UNION WITHDRAWAL LIMIT TABLE

Division (Div/Corps)	Dice Roll										
	2	3	4	5	6	7	8	9	10	11	12
1/I Doubleday	19	21	21	21	22	22	22	23	23	24	25
2/I Ricketts	19	20	21	21	22	22	22	23	23	24	24
3/I Meade	15	15	16	16	17	17	17	18	18	19	20
1/II Richardson	25	26	28	29	30	30	30	31	31	33	35
2/II Sedgwick	30	32	33	33	34	34	34	35	36	36	37
3/II French	28	29	30	31	32	32	32	33	34	35	36
1/V Morrell	21	22	23	24	25	25	25	27	28	28	30
2/V Sykes	18	18	19	21	22	22	22	23	24	25	26
1/VI Slocum	22	22	22	23	24	25	24	25	26	26	27
2/VI Smith	27	29	29	30	31	32	31	31	33	33	35
1/IX Willcox	15	16	17	17	18	18	19	19	20	21	23
2/IX Sturgis	15	16	16	17	18	20	18	19	21	22	23
3/IX Rodman	17	17	18	19	20	20	20	21	22	23	25
Ka/IX Scammon	16	17	17	18	20	21	21	22	22	24	25
1/XII Williams	24	26	28	29	30	30	30	31	33	33	35
2/XII Greene	13	13	14	15	16	17	16	18	18	20	21
Cav/Pleasonton	10	10	12	13	14	14	14	14	15	16	18

When a corps is Committed roll on the above table to determine its Withdrawal limit.

UNION SUPPLY WAGONS



[13.15] SEEING THE ELEPHANT TABLE
(Green Units only)

Dice	Morale Rating
2	4
3	3
4	1
5	4
6	2
7	3
8	1
9	3
10	2
11	5
12	4

Use two dice. See 13.14 and 21.2 for explanation.

[29.23] UNION CORPS COMMITMENT ROSTER

Game-Turn	Corps I	II	V	VI	IX	XII	Cav	V/Res Arty
1								
2								
4								
6								
9								
12								
15								
18								
20								
22								
24*								
26								
28								
30								
32								
34 Automatic Commitment for all Uncommitted Corps								

The Union Player records the placement of his McClellan Chits, the chits he picks during Corps Commitment Phases and any delays required by McClellan Chits or by case 29.49.

EXAMPLE: On Game-Turn 1, the McClellan Chits are given to I, II, and XII Corps; the Union player draws a Commitment Chit, a blank, and a McClellan Chit, in that order; the record would be filled in as follows:

Game-Turn	I	II	XII
1	0/C	2/B	1/1

Codes: 0, 1, 2 = McClellan Chits; C = Commitment Chit; B = Blank; N = No pick used to indicate the Commitment of the V Corps Reserve Artillery (see 29.47).

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[28.5] GEORGE McCLELLAN

[28.51] The primary effect of General McClellan on the battle of Antietam is represented by the Union Corps Commitment rules in section 29.0. McClellan has no Command Points with which to affect Union units.

[28.52] The McClellan leader counter is always activated and never becomes Withdrawn (see 29.0).

[28.6] UNION CORPS COMMANDERS AND CORPS INTEGRITY

The Union Army at Antietam was organized into six infantry corps commanded by six men of variable competence. These included the legendary Ambrose Burnside and Joseph Hooker, as well as the lesser known William Franklin, Fitz-John Porter, Joseph King Fenno Mansfield (who died here), and Edwin Sumner. The restrictions in 17.0 of the Standard Rules which apply to division commanders and their subordinate brigades are here applied to Union corps commanders and their subordinate divisions as well.

[28.61] Each Union corps commander has a Corps Integrity Radius ranging from 12 (best) to 8 (worst). This is the maximum number of hexes each division commander of that corps may be from the corps commander and still be in command. The procedure used for determining whether or not division leaders are in command is the same as for brigade commanders, described in the Procedure of 17.0 in the Standard Rules. Thus, a division commander which is out of command may move only one hex (although his brigade commanders are still in command and may move normally). A corps may never detach more than one division nor attach more than one division from another corps.

[28.62] The Union corps structure is the same as the division-brigade structure in case 17.2. Thus, if the player substitutes the word "corps commander" for division commander, and "division commander" for brigade commander the rule is obvious. In this way the Union Player is restricted in the use of his corps in much the same way as the historical commanders.

[28.7] ALFRED PLEASONTON

Alfred Pleasonton was the commander of the Union cavalry in the Army of the Potomac. His cavalry is organized into a division as per the Standard Rules and he has a Divisional Integrity Radius in order to command his brigades. He may never attach an infantry brigade although he may detach one of his brigades. His division is treated as a corps for Union Commitment (see 29.0).

[28.8] BURNSIDE AND COX

[28.81] The Commitment of IX Corps will be delayed one turn, due to a command dispute that historically existed between General Jacob Cox and General Ambrose Burnside (see 29.4).

[28.82] General Burnside is the commander of IX Corps for all game purposes. The Cox counter moves normally, but functions as a leader only for units with which it is stacked. However, if Burnside becomes a casualty, or is promoted to army command, Cox automatically assumes command of IX Corps and function normally as a corps commander for the remainder of the game.

[28.83] Like some other Union leaders, Cox has no Command Points and can never perform any function that requires the expenditure of Command Points.

[28.9] UNION LEADER REPLACEMENT

[28.91] If McClellan is captured or becomes a casualty, the Union Player rolls a die to see which corps commander is promoted; on a roll of 1-4 Burnside is promoted, on a roll of 5-6, Hooker is promoted. If one of these two leaders is unavailable due to loss, then the other takes command automatically. If neither is available then one of the other corps commander is promoted in the following order: Mansfield, Sumner, Porter, Franklin, Cox.

[28.92] If Burnside assumes command of the Army of the Potomac, the Union Player immediately loses both the "1" and "2" McClellan Chits, regardless of their current location in play. If Hooker assumes command, only the "2" chit is lost. If one of the other corps commanders takes over, both the "1" and the "2" Chits are lost, and in addition, the Commitment of each Union corps is automatically delayed one Game-Turn.

[28.93] If a corps commander is promoted to army commander, he is activated for the remainder of the game and never becomes Withdrawn, even if his original corps becomes Withdrawn (see 29.6).

[28.93] When a corps commander is promoted to army command, is captured, or becomes a casualty the division commander in his corps with the highest rank becomes the new corps commander.

If more than one officer hold the highest rank, the commander with the highest Divisional Integrity Radius takes over. If there is still a tie, the Union Player has his choice. The Corps Integrity Radius of the new corps commander is the same as his printed Divisional Integrity Radius. This is very important to note because many of the original corps commanders will be replaced by men of half their ability if replacement becomes necessary.

[28.94] A division commander who becomes a casualty or is captured is replaced by the highest ranking brigade commander in his command in the same way as Confederate division commanders (see 28.42).

[29.0] UNION CORPS COMMITMENT

COMMENTARY:

This rule reflects the tremendously negative effect General McClellan had upon the Union's conduct of the battle. While McClellan was an exceptionally able administrator he was, to be blunt, a disaster as a field commander. He ignored reliable information and believed wild rumors (he thought that Lee had over 100,000 troops). McClellan consistently hesitated to join battle, and once battle was joined McClellan was so afraid of losing that he would disengage and retreat "to save his army" at the slightest excuse. If any other general had been in command, the Union's 2-to-1 superiority in numbers would have crushed the Confederates. However, Robert E. Lee would not have accepted battle if any other general had been in command of the Army of the Potomac; in essence, he fought where and how he fought because McClellan was who and where he was. That is the tragedy of McClellan.

GENERAL RULE: Union units cannot move or fight until the corps to which they belong has been Committed. There may be delays from the time the corps is Committed until the corps is able to move and fight. Furthermore, the number of corps which the Union Player may attempt to Commit is limited. Casualties may cause a division to be Withdrawn. When all the divisions of a corps are Withdrawn, the corps itself is Withdrawn. The units of a Withdrawn division or corps are restricted in their ability to fight. Confederate actions, such as crossing Antietam Creek, may cause Union corps to be Committed immediately.

Throughout the following rules the word "corps" refers to the Union infantry corps numbered, I, II, V, VI, IX, and XII and to the cavalry division, which is treated as a corps for Commitment. In addition, the V Corps Reserve Artillery may be Committed by itself (see 29.47). Thus, there are seven Union "corps" and the V Corps Artillery Reserve is a separate section of V Corps.

PROCEDURE:

Each Union corps commander is assigned a number ranging from 1 (worst) to 6 (best) which represents the difficulty the Union Player can expect in Committing that corps. Each corps is given a number of Commitment Chits equal to its commander's Rating and blanks (or any other type of neutral marker) to bring the total number of chits for the corps to 10. Each corps' chits are placed in a separate cup (or other container). The Union Player also has three McClellan chits, which he places in some of the containers. During the Corps Commitment Phase, the Union Player draws one chit randomly from each cup in which he placed a McClellan Chit. If he draws a Commitment chit or a McClellan Chit the corps is Committed.

CASES:

[29.1] UNCOMMITTED UNITS

All Union units, except the reserve supply wagon, whether deployed on the map or entering play as reinforcements, begin the game Uncommited.

[29.11] Uncommitted units cannot move (exception see 29.13) in any Phase, engage in fire or melee combat, change formation, change facing, or perform any other game activity.

[29.12] Uncommitted units begin in one of three statuses: Reserve; combat formation; or entering as reinforcements. Most units begin in Reserve and have no facing or formation and no ZOC. Units in Reserve are automatically enfiladed if fired upon and defend at half-strength (round down) in melee (see 23.4). Once Committed, these units must expend Movement Points to assume formation. Infantry units and cavalry units spend 2 Movement Points; artillery and wagons spend 4. Leaders do not have any formation and do not spend any Movement Points.

EXAMPLE: Sumner's II Corps is Committed on Game-Turn 2. Each of his infantry regiments must spend two Movement Points to change from Reserve to either line or column formation.

[29.13] Uncommitted units entering as reinforcements can move for one Game-Turn only and then must enter Reserve status. Exception: Franklin's VI Corps cannot enter the map until it is Committed (see 29.48).

[29.14] The Union Reserve Supply wagon is always Committed. It may be used freely at any time, without resorting to the Commitment system.

[29.15] There are special rules regarding the Commitment of Hooker's I Corps (see 29.46). The Union Player can Commit I Corps (on Game-Turn 1) more easily than his other corps.

[29.16] All Union Corps are automatically Committed on Game-Turn 34.

[29.2] CORPS COMMITMENT SET-UP

Each Union corps commander is given a Commitment Rating which represents that leader's ability and initiative. The ratings are: Hooker 6; Mansfield 5, Sumner 3; Pleasonton 3; Franklin 2; Porter 1; Burnside 1; Cox 1.

[29.21] Before the Union Player attempts to Commit any corps he must first set-up his Corps Commitment system. He will need seven opaque containers in which to place 8 to 10 chits each. We recommend coffee cups, paper cups, or envelopes, but any container will do. The player then marks each container with the name of a corps commander (including Pleasonton).

[29.22] The player then puts a number of Commitment Chits in each cup equal to the Commitment Rating of the corps commander whose name is on the cup. He then adds strength chits (any denomination) to the cup to bring the total number of chits to 10. This is done for each corps.

EXAMPLE: Hooker's cup would contain 6 Commitment chits and 4 strength chits ("blanks").

[29.23] Union Army Commitment Record (see charts and tables)

[29.3] MCCLELLAN CHITS

The abilities of General McClellan are reflected in the game by the three McClellan Chits numbered 0, 1, and 2. These chits are used to commit corps.

[29.31] A corps must be issued a McClellan Chit to be committed. Thus, no more than three Commitment attempts may be made in a single Corps Commitment Phase (one for each chit).

[29.32] The Union Player places one or more McClellan Chits in any corps cup of his choice and records each chit's number on that corps' Commitment Record. He then removes from the cup a number of blank counters equal to the numbers on all McClellan Chits in the cup. Thus the odds of picking a blank are reduced.

EXAMPLE: Sumner begins with 3 Commitment chits and 7 blanks. If he were issued the "2" McClellan Chit the player would remove 2 blanks from Sumner's cup leaving a total of 5 blanks, 3 commitment chits, and the McClellan Chit in the cup.

[29.33] A McClellan Chit cannot be removed from a cup until it is drawn during a Union Corps Commitment Phase.

[29.34] The Union Player may choose to assign more than one McClellan Chit to a single corps. If he assigns more than one, he removes a number of blanks equal to the sum of the numbers on all McClellan chits in the cup. All chits placed remain in the cup until drawn in the Corps Commitment Phase, (see 29.33). McClellan Chits may be added to a corps even after the player has begun to pick from that corps.

EXAMPLE: The Union Player gives the "2" McClellam Chit to Sumner on Game-Turn 1. He picks the 1 Chit from Hooker on Game-Turn 1 and thus may add that Chit to Sumner's cup on Game-Turn 2, even if he has already drawn from Sumner's cup on the first Turn. One blank chit would be removed from Sumner's cup when the 1 McClellan Chit was added.

[29.35] The Union Player draws only once from a single cup in the Corps Commitment Phase, regardless of the number of McClellan chits in the cup.

[29.36] The Union Player cannot draw from any cup that does not have a McClellan Chit in it.

[29.37] McClellan chits may be issued regardless of the distance between the corps commander and McClellan.

[29.38] The Union Corps Commitment system continues to operate if General McClellan becomes a casualty. However, one or two McClellan Chits will be removed from play (see 28.92).

[29.4] CORPS COMMITMENT PROCEDURE

The Union Player may attempt to Commit corps during the Corps Commitment Phases of certain Game-Turns. These Turns are listed on the Game-Turn Record Track and on the Commitment Record. The Corps Commitment Phase is broken down into the following steps:

1. The Union Player issues the McClellan Chits. He places the McClellan Chits in Union corps cups (see 29.3). Chits which were issued in previous Game-Turns and which remain in their cups cannot be changed or shifted to a new cup.

2. The Union Player draws chits. The Union Player picks one chit at random from each cup in which he has a McClellan Chit. He may Commit the V Corps artillery automatically if he chooses to give up one of his draws that Turn (see 29.47).

3. The Union Player Commits all eligible corps. A corps is Committed immediately if the Union Player drew a Commitment Chit or the "0" McClellan Chit in step 2. Corps whose Commitment was delayed from a previous Game-Turn, or who were activated by due to Confederate action, are also Committed, in the scheduled Game-Turn.

[29.41] If the player draws a "blank" in step 2, his Commitment attempt has failed. The blank is recorded on the Commitment Record and discarded, not put back into the cup. A Commitment Chit which is drawn in step 2 Commits that corps. This too is recorded on the Commitment Record and the chit is not put back into the cup.

[29.42] If the Union Player picks the McClellan Chit in Step 2 the corps is Committed a number of Game-Turns (not Corps Commitment Phases) later, equal to the number on the Chit. If the "0" Chit is chosen the corps is Committed that turn and there is no delay.

EXAMPLE: The player was attempting to Commit Mansfield's XII Corps on Game-Turn 1 and picked the "2" McClellan Chit from his cup. Mansfield's Commitment would be delayed until the beginning of Game-Turn 3. The Union Player should record this information on his Commitment Record.

[29.43] The McClellan Chit remains in the cup until it is drawn. Until drawn, the chit is useless once the corps in whose cup it has been issued is Committed.

EXAMPLE: On Game-Turn 1, the Union Player places the "1" McClellan Chit in Mansfield's cup. He picks a Commitment chit on Turn 1 and Mansfield is committed. He picks again on turns 2, 4, and 6, and finally on turn 9 he picks the McClellan Chit.

[29.44] A McClellan Chit which is drawn in step 2 may only be issued to another corps in the next eligible Corps Commitment Game-Turn.

[29.45] The Union Player may keep his Commitment attempts secret but he must record all pertinent data (chit picks, McClellan Chit assignments, etc,) accurately on his Commitment Record. Once a corps is Committed the Union Player is not forced to move it or even to reveal that it has been Committed. However, if he has not moved any units within three turns of their Commitment, the corps returns to Reserve status (see 29.12) and remains in Reserve until Recommitted.

[29.46] The Union Player can automatically Commit Hooker's I Corps on Game-Turn 1. To do this, the player puts a McClellan Chit in Hooker's cup during the Corps Commitment Phase and announces that I Corps is being Committed. The player then must draw a chit from Hooker's cup. Regardless of which chit is actually drawn, I Corps is Committed immediately. Once Committed, all the units in I Corps are free to move and attack on Game-Turn 1 and DO NOT have to pay Movement Points to assume formation. Thereafter, all Commitment rules apply, including the fact that the McClellan chit must still be drawn out of Hooker's cup before it can be re-issued. In essence, Hooker is committed on Game-Turn 1 unless the Union Player does not wish him to be. If not issued a McClellan Chit on Turn 1, Hooker's corps is then subject to all Commitment restrictions for the rest of the game.

[29.47] The V Corps Artillery Reserve (all batteries in that Reserve) are Committed separately from the rest of V Corps. To Commit the Artillery Reserve all the Union Player has to do is give up one draw during the Phase the Artillery Reserve is Committed. The Union Player can, if he chooses, satisfy this requirement by refusing a draw from the cup of a corps that was Committed in a previous Game-Turn.

EXAMPLE: The player draws a Commitment Chit from Sumner's cup on Game-Turn 1. On Game-Turn 2 the Union Player decides to Commit the V Corps Artillery Reserve by not picking a chit from Sumner's cup. Thus, the player gives up a chance to draw the McClellan Chit from Sumner's cup on Game-Turn 2.

[29.48] Franklin's VI Corps begins the game off-map. The Union Player may not attempt to Commit this corps until Game-Turn 11 at the earliest. Once Committed, the units of the corps may enter the map on or between hexes B0754 and B1554 (see 30.41).

[29.49] The Union IX Corps had an unusual, and unfortunate, command situation: both Burnside and Cox felt they were in charge (through a mix-up too long to detail here). The result was that Burnside, in a fit of pique, channeled all orders he received from McClellan through Cox before implementing them, and delay was the result. Consequently, Burnside's Corps has a one turn commitment delay in addition to any delay caused by picking a 1 or 2 McClellan Chit. However, this one-turn delay does not apply if Burnside becomes the army commander before IX Corps is Committed.

[29.5] DIVISION WITHDRAWAL

The units of a Committed division may move and fight as the Union Player sees fit. However, when the total casualties inflicted on the division reach a certain amount, called that division's Withdrawal Limit, the division is Withdrawn (disengaged from combat). Union division leaders have a (W) designation on the backs of their counters. When the division is Withdrawn, the leaders are flipped over. The (W) indicates Withdrawn status.

[29.51] The Withdrawal Limit for each division is determined when the division is Committed. The Union Player rolls two dice and cross-references the result with that division's designation on the Union Withdrawal Limit Table (29.65). The result is that division's Withdrawal Limit, which is the number of casualties which must be inflicted on brigades of that division for the division to Withdraw. Losses to a brigade are counted against its original division, regardless of subsequence detachment or attachment. When the limit is reached, Withdrawal occurs immediately.

[29.52] When a division Withdraws, all units of that division which are not adjacent to a Confederate division are considered Withdrawn for the remainder of the game The effects of division Withdrawal are:

1. Withdrawn units must move away from all Confederate units until they are out of rifle range (5 hexes); thereafter they may move normally.

2. Withdrawn units, including artillery, may continue to fire normally if there are Confederate units within range.

[29.53] The only time a Withdrawn unit may move closer to a Confederate unit is if, at the end of its movement, it has been placed outside the 5 hex range. In other words, if a unit is surrounded by 5 hex ranges, it may move in a way to escape, even if it would have moved closer to a Confederate to do so.

[29.54] At the moment Division Withdrawal occurs, any regiment which is adjacent to a Confederate unit is still considered activated, and all other regiments of that brigade may continue to move and fight normally until every regiment of that brigade is no longer adjacent to any Confederate unit, at which time they become immediately withdrawn. However, the other brigades of that division are not active if not adjacent and are considered Withdrawn.

[29.55] If a Confederate unit moves adjacent to a withdrawn unit, that unit (and its brigade) is immediately reactivated. The units of that Union brigade move and fight normally as long as at least one unit of the brigade is adjacent to a Confederate unit.

[29.6] CORPS WITHDRAWAL

When all the divisions of a corps have been Withdrawn, the corps itself is Withdrawn.

[29.61] The instant the last division of a corps is Withdrawn, the corps is Withdrawn also. This is true regardless of the location, attachment, or detachment of the division.

[29.62] When a corps is Withdrawn, the Union Player has two Union Movement Phases in which to move the leaders and units of the corps until the effects in 29.63 begin. Once these effects begin, they continue until the end of the game.

[29.63] In addition to the effects of 29.5, the following effects begin two turns (i.e., Union Movement Phases) after the last division of the corps has reached its Withdrawal Limit:

1. Infantry and cavalry units may not fire offensively, although they may fire in the Union Defensive Fire Phase and retain their ZOC's for retreat and withdrawal fire.

2. Artillery units are unaffected and may continue to fire both offensively and defensively.

3. The corps commander and his subordinate division commanders, regardless of their location, may only move one hex per turn.

4. No division or brigade of a Withdrawn corps may be detached. Divisions and brigades which are already detached when the corps is Withdrawn must move back into command of their corps commander by the quickest possible path. (Players should use common sense when using this rule; the intention is to force the Union Player to regroup his corps, but not to force him into suicidal tactical decisions, such as putting a brigade into column formation when there are Confederate batteries two hexes away, etc.).

[29.64] The commanders of a Withdrawn corps must stack as soon as possible with units of their own corps, and remain stacked. The leaders of a Withdrawn corps cannot command units of another corps. (Exception: If the commander of the Army of the Potomac becomes a casualty, he is replaced as outlined in 28.91. If the replacement is the commander of a Withdrawn corps, he assumes the army command and functions as a normal commander, subject to the restrictions of 28.9. The highest ranking division commander of the

Withdrawn corps assumes command of the corps. The corps remains Withdrawn).

[29.65] Union Army Withdrawal Limit Table (see charts and tables)

[29.7] CONFEDERATE ACTIVATION OF UNION UNITS

The Confederate Player may activate previously uncommitted Union units by attacking them, by crossing the Antietam Creek or by approaching the 1/12 US infantry regiment of V Corps which begins the game on the west side of the creek.

[29.71] Confederate units are permitted to fire at, or melee with, any Uncommitted Union unit. However, if the Confederates inflict a combat result (anything other than "No Effect") on an Uncommitted Union unit, then all or some of the units which belong to that corps are Committed.

[29.72] If the Union unit affected by the attack is an artillery unit, then all the artillery units which belong to that corps are Committed. They remain Committed for the Game-Turn in which they were attacked and for the entire following Game-Turn. If the attacked unit is infantry, cavalry, or a wagon then all units of the corps are Committed for that Game-Turn and the following Turn.

[29.73] If the Confederate Player chooses to send his units across Antietam Creek, these rules apply: Confederate units can cross at bridges or fords (which would reveal the ford if it were hidden, see 25.2). However, if any Confederate unit moves adjacent to a bridge or crosses a ford, the closest Union corps is automatically Committed.

[29.74] The 1/12 US infantry unit of Buchanan's brigade, V Corps begins the game on the west side of Antietam Creek in independent status. The units of V Corps which begin on the map are Committed if this regiment is attacked or if any Confederate unit moves within four hexes of it. Commitment lasts for the remainder of the Turn, the next Turn and until all Confederate units are at least four hexes away from the 1/12 US. If the entire regiment is captured or destroyed, the V Corps will be Committed on the Turn the regiment is destroyed, as well as the following Turn.

[29.75] Corps which are Committed by actions of the Confederates do not return to Reserve formation. Instead, they retain the formation they are in when deactivated.

[30.0] REINFORCEMENTS

GENERAL RULE:

Reinforcements enter at various times throughout the game, according to the Reinforcement Schedule, 30.4. The Game-Turn of entry for each unit is shown on the back of its counter. Reinforcements enter on the entry hex assigned to them in the Reinforcement Schedule or between specific hex locations. The units enter play during the owner's Movement Phase and may enter in any formation the player desires (except artillery, which must be limbered). The arrival of some reinforcements may be delayed or may be variable.

[30.1] ENTERING THE MAP

[30.11] Units enter the game-map from specific hex locations. Some units may enter anywhere within a span of hexes (as with the Union VI Corps). The exact locations are listed in the Reinforcement Schedule, 30.4.

[30.12] Units enter from the edge of the map into the listed hex(es). Each unit pays the cost of the first hex it enters. Reinforcements can arrive stacked, but cannot violate stacking or Strength Point limits for the terrain through which they move (see 8.18 and 21.63). Most units will have to enter one behind the other, in a "column of march." The first unit (or stack) pays the Movement Point cost for the first hex it enters and then proceeds, but the unit behind it (second unit or stack) pays the cost of that hex plus the cost of an additional hex of the same type; the third unit (stack) pays the cost of two additional hexes, and so on. Simply imagine a column of units entering the map by a series of hexes extended off the game-map.

[30.13] Some reinforcements enter play without leaders. These units are free to move but not to change formation, until they enter the Command Radius of their leader (usually a brigade leader).

[30.14] Most Confederate reinforcements arrive via Blackford's Ford, hex A-0101. It costs an infantry unit two Movement Points to enter the hex (see 25.21) and then 1 to cross the ford hexside A0101/A0201. In terms of 30.12, the second arriving unit would pay an additional Movement Point to enter hex A-0101 (instead of twice the ford hex cost). Units cannot stack in ford hexes. (Exception: see 30.33).

[30.15] The units of the Union V Corps which enter as reinforcements, may move freely for one Game-Turn. Then they enter Uncommitted status and the Union Player must Commit them for action. However, if V Corps is Committed before the V Corps reinforcement arrive, the reinforcements arrive Committed.

[30.16] The units of the Union VI Corps cannot enter the map until they are Committed. The corps cannot be Committed before Game-Turn 11 (see 29.48). Once Committed, the units enter as normal reinforcements.

[30.21] If a player cannot get all of the reinforcements assigned to enter through a given entry hex on the map in one Movement Phase, he must withhold the extra units and enter them during subsequent Friendly Movement Phases at the same entry hex. A player may voluntarily withhold reinforcements as long as he likes, but they may only enter during a Friendly Movement Phase at their assigned entry hex (unless it is blocked, see 30.22).

[30.22] If an entry hex is occupied by an Enemy unit or ZOC, then reinforcements due to enter there are delayed one Game-Turn and may then enter from the nearest unblocked hex on the same map-edge (Exception: A.P. Hill's Division, see 30.3).

[30.3] A.P. HILL'S DIVISION

A.P. Hill's Division had been left to hold Harper's Ferry, about 15 miles below Sharpsburg. On hearing that a battle had started, Hill gathered his division and force-marched it to the battlefield in time to smash Burnside's charge on the Union left. One of the reasons this worked so well was that Hill had the foresight to take all the Union uniforms left at Harper's Ferry and dress his men in them. IX Corps had no idea what hit them until it happened.

[30.31] Union units cannot fire at (in any Phase or with any weapon), or melee any unit in A.P. Hill's Division until at least one unit in Hill's Division has fired at, meleed with, or entered the ZOC of, a Union unit.

[30.32] Hill's units cannot move through Union units, and they cannot cross Antietam Creek. If any of Hill's units end the Movement Phase in the ZOC of a Union unit, the Union unit will be able to fire at the Hill unit during the subsequent Union Player Turn.

[30.33] A.P. Hill's Division enters the map at Blackford's Ford, which was the only crossing of the Potomac within miles of the battlefield (as the Sheperdstown Bridge had been burnt). The Union Player can block the crossing of Hill's Division by placing 15 infantry Strength Points in a Blackford's Ford hex or adjacent to it (ignore 30.22). The blocking units must be in command, have ammunition, and cannot be pinned or routed. If there are less than 15 Points, the Union units must immediately retreat six hexes when the infantry of Hill's Division arrives. Hill's units can then cross. Hill's artillery arrives earlier, but does not trigger retreat. Hill's Division cannot cross until all Union units have been forced out of the ford hexes and all hexes adjacent to it.

[30.34] The Reinforcement Schedule, 30.4, shows the historical time of arrival for Hill's Division. However, if both players agree, the Confederate Player may use the Hill Variable Entry Table. In such case, Hill's arrival depends upon a die roll; if the Confederate Player in his Friendly Movement Phase, rolls the die roll listed for that Game-Turn, he can start bringing in Hill's Division. Otherwise he waits until the next turn and rolls again. The table pertains to all Hill's units; however, the artillery must enter first, followed by Gregg's Brigade.

Turn	Die Roll Needed to Arrive
24	1
25	1
26	1-2
27	1-3
28	1-4
29	1-5
30	Automatic Arrival

[30.41] **Union Reinforcements**

Turn		*Units*	*Hex*
9	8:20	Gen. Porter; all of 1/V (minus Hazlett's Battery; see 30.15)	B0147
11	9:00	VI Corps (*enters only when Committed; see 30.16)	Between B0754 and B1554 (inclusive)
13	9:40	28 Mass, 79 NY & 50 Pa (IX Corps)	A0941

[30.42] **Confederate Reinforcements**

Turn		*Units*	*Hex*
2	6:00	McLaws' Division (all units	A0101
3	6:20	11 Ga (D.R. Jones' Division)	A0122
4	6:40	R. Anderson's Division (all units) Hampton's Cavalry, Hart's Battery	A0122
10	8:40	Watson's Battery	A0122
23	1:00	Gen. A.P. Hill; McIntosh's Battery	A0101
26	2:00	A.P. Hill's divisional artillery (minus McIntosh)	A0101
27	2:20	A.P. Hill's Division (minus above) (*see variable entry 30.3)	A0101

[31.0] SCENARIOS

GENERAL RULE:

Each scenario is a stand-alone game. It is recommended that the players try one of the smaller scenarios before going on to the Grand Battle Game. These small scenarios were designed by C. Trevor Nolte and his friends in Arlington, Virginia who also fieldtested the game.

CASES:

[31.1] HOW TO SET UP

On the back of each counter is printed the location of that unit at the beginning of the game. These designations use the following code:

B0744 = Letter is the map/numbers are the hex
B1247-2 = Within two hexes of B1247
9 = Reinforcement enters play on Turn 9
* = Special set-up

All units begin in command. If a unit is outside the Effectiveness Radius of its commander and thus out of command, place an Independent marker on the unit. This does not cost Command Points. There are several units which are set-up this way.

[31.2] THE ATTACK OF I CORPS

This scenario recreates the vicious attack made by Hooker's I Corps across the Miller cornfield.

[31.21] **Length:** This scenario is five complete Game-Turns long, from Turn 1 through Turn 5.

[31.22] **Map:** Only map B is used and no unit may move east of the hexrow running from hex B0120 to 3939 (inclusive). The only exception is that of the five batteries of the V Corps Reserve artillery which may fire from any hex east of Antietam Creek and may enter any hex east of the Creek.

[31.23] **Reinforcements:** None

[31.24] **Union Set Up:** All units of the I Corps and the five batteries of the V Corps Artillery Reserve which start on map B are placed on the set up hexes indicated on the backs of their counters.

[31.25] **Confederate Set Up:** J.R. Jones' Division, Lawton's Division, Hood's Division (minus his artillery), Ripley's Brigade of D.H. Hill's Division (detached), F. Lee's Cavalry Brigade (plus wagon), the reserve batteries of Blackshears, Patterson, Ross, and Lane, Pelham's Independent Battery, General Jackson, and General Stuart are all placed on their starting hexes.

[31.26] **Special Rules:** The batteries of Wooding and Carpenter (Confederate, J.R. Jones' Division) begin independent (place Independent markers on them) and may draw supply from any Confederate wagon. The Union V Corps Reserve Artillery may not fire or move until Game-Turn 2. Ripley's brigade is independent for this scenario.

[31.27] **Additional Victory Points:** The following hilltop hexes are worth 5 VP's each to the controlling side at the end of the game: B2513, B2413, B2421, B2422, B2021, B1921, B1820, B1821, B1824, B1925.

[31.3] HOOKER AND MANSFIELD

This scenario combines the attacks of Hooker's I Corps and and Mansfield's XII Corps into a single game.

[31.31] **Length:** This scenario is ten complete Game-Turns long, from turn 1 to turn 10.

[31.32] **Map:** Map B is the only map used. The restrictions of 31.22 apply to this scenario as well.

[31.33] **Union Set Up:** As per 31.24 plus all units of the XII Corps (which set up within four hexes of B3737), but not south of the 3600 hexrow (exclusive), and Owen's battery of II Corps (Independent).

[31.34] **Confederate Set Up:** As per 31.24 plus the batteries of Woolfolk, Jordan, Elliot, and Parker of Longstreet's Reserve (considered Independent and may draw supply from any wagon).

[31.35] **Union Reinforcements:** Turn 5 in hex B2229, the batteries of Tompkins and Woodruff (II Corps). These are considered independent and may draw supply from any wagon.

[31.36] **Confederate Reinforcements:** Turn 5 in hex B0923, General D.H. Hill, the brigades of Colquitt and McRae, the batteries of Hardaway, Bondurant, and Carter, and Hill's supply wagon. Turn 6 in hex B0722, the Reserve batteries of Wimbish, Turner, and Peyton, and Moody of Longstreet's Artillery (all batteries considered independent). NOTE: These reinforcements appear as a stack in the entry hex and may move freely from that hex, paying their first movement point to leave it. Infantry must be in line, and batteries must be limbered.

[31.37] **Special Rules:** The units of the Union XII Corps must move into the play area as soon as possible, within the restrictions of 31.22. The XII Corps may not fire until Game-Turn 2 (when all the units may move and fire). The batteries of Woodruff, Owen and Tompkins are independent and may draw supply from any wagon. Ripley's brigade (D.H. Hill's Division) begins the scenario detached and may not move or fire until turn 5, unless a Union unit fires on it or moves within three hexes of it. Special rule 31.26 also applies to this scenario.

[31.38] **Additional Victory Points:** Both players receive the following Victory Points in addition to those listed in 31.27 and the standard VP's listed in 31.4: NOTE: A side is considered to control a victory point hex if it was the last to occupy it with an unrouted combat unit.

Union Player:

5 VP's per hex of the West Wood controlled at the end of play (there are 26 hexes stretching from B1119 to B2117).

2 VP's for each battery the Confederate Player enters from his turn 6 reinforcements.

1 VP per strength point difference between a division's current losses and its division withdrawal limit (a division with a limit of 20 strength points which lost 16 would be worth 4 VP's).

Confederate Player:

1 VP per strength point difference between a brigade's losses and its BCE limit (a brigade with a BCE limit of 7 strength points which lost 4 would be worth 3 VP's). NOTE: A side is considered to control a victory point hex if it was the last to occupy it with an unrouted combat unit.

[31.4] VICTORY IN THE SCENARIOS

The game is won through the accumulation of Victory Points which are awarded through the accumulation of Enemy losses, for the possession of significant terrain, and for other reasons specified in the specific scenario. At the conclusion of the game the players total their victory points and divide the smaller total into the larger to determine the Victory Point Ratio. This ratio determines the victor and the extent to which he won the game.

[31.41] **Victory Point Awards**

Strength Point Losses

Per Enemy infantry Strength Point:	
Eliminated	1 VP
Captured	2 VP's
Per Enemy cavalry Strength Point:	
Eliminated	2 VP's
Captured	3 VP's
Per Enemy gun point:	
Eliminated	2VP's
Captured	4 VP's
Per Enemy Supply Wagon:	
Eliminated	10 VP's
Captured	20 VP's

Leader Losses

Per Enemy division commander:	
Wounded	1 x DIR
Killed	2 x DIR
Captured	3 x DIR

DIR = Divisional Integrity Radius

Per Enemy Corps commander:	
Wounded	3 x CP's
Killed	4 x CP's
Captured	6 x CP's

CP = Command Points

Victory Points are not earned for the elimination of brigade commanders.

Robert E. Lee: If Lee is a casualty the game is considered a Union decisive victory regardless of the final Victory Point totals.

[31.42] **Victory Schedule**

At the end of the game, regardless of scenario, divide the smaller Victory Point total into the larger and consult the schedule below:

Decisive Victory: 2.0 to 1 or greater
Substantial Victory: at least 1.75 to 1, but less than 2 to 1
Marginal Victory: at least 1.5 to 1, but less than 1.75 to 1
Minimal Victory: at least 1.25 to 1, but less than 1.5 to 1
Draw: less than 1.25 to 1

[32.0] THE GRAND BATTLE GAME

This scenario recreates the entire Battle of Antietam in 39 Game-Turns. It uses both maps, all the counters, charts, tables and rosters, and all of the Exclusive Rules.

[32.1] SET UP

Both players set up all the units of their forces, being careful to notice which units start on the map and which enter later as reinforcements. The Confederate Player may set up his units in any formation he likes (except that units which are stacked cannot be set up in column). The Union Player may set up the units of Hooker's I Corps in any formation he likes, but all other units are in reserve and have no formation.

[32.11] The Union Player is the First Player and sits on the east side of the map. The Confederate Player is the Second Player and sits on the west side of the map.

[32.2] INDEPENDENT UNITS

Units which are out of the command radius of their leaders in the opening set up are considered to be out of command unless an Independent marker is placed on those units. Each player has six independent markers which may be used at any time during the game (see 21.8). All such units in excess of the six independent counter limit must be given Out of Command markers instead.

[32.3] COMMITING UNION UNITS

[32.31] The rules and procedures given in 29.0 are used for all Union units.

[32.32] The II Corps batteries of Owen, Woodruff, and Tompkins are committed with either II or XII Corps, whichever is committed first. They cannot move or fire until placed in command by any leader of either corps. Once in command they may move and fight normally but may draw supply only from their division's wagon or the army reserve wagon. NOTE: These batteries may also be made independent at the start of the game (during the set up as per 21.8) in which case they may move and fight immediately as soon as the II or XII Corps move.

[32.4] UNION ARMY MORALE

Union Army Morale Points are used to determine the length of the game. At the end of each Game-Turn, the Union Player totals the number of Army Morale Points he has. The result is the number of Game-Turns remaining in the game. The total number of Army Morale Points can change each Game-Turn. The game ends when the Union Army Morale Point total rises to 30 or drops to 0.

PROCEDURE:

At the end of each Game-Turn, in the Confederate Final Command Phase, the Union Player records the number of Morale Point hexes (see 32.5) he has captured and crosses these hexes off the Union Army Morale Roster (see 32.44). The Union Player then adds the new Morale Points to that turn's starting Army Morale Level, and subtracts one Morale Point for the passing of another Game-Turn. The Union Player then writes the adjusted Morale Point Total in the Final Morale column. During the Initial Command Phase of each Game-Turn, the Union Player writes the number from the Final Morale column of the previous Game-Turn in the Starting Morale column of the current Game-Turn.

[32.41] The Union Player begins the game with an Army Morale Level of 15.

[32.42] The Union Player gains Army Morale Points by capturing Army Morale Point hexes, as explained in 32.5.

[32.43] After the Union Player has added Morale Points for hexes captured to his Starting Morale Level, he subtracts 1. The Army Morale Level (which is the number of Game-Turns remaining) will decline each Game-Turn unless the Union army captures Morale Point hexes.

[32.44] **Union Army Morale Roster** (see charts and tables)

[32.5] MORALE POINT HEXES

[32.51] The Union Player gains Army Morale Points by capturing certain hexes, as follows:

1. One Morale Point is awarded for the capture of each woods hex on and south of the 2100 hexrow and west of the Hagerstown Pike.

2. One Morale Point is awarded for the capture of each level 4 hilltop hex on and south of the B2000 hexrow and west of Antietam Creek.

3. Two Morale Points are awarded for the capture of each Sharpsburg hex.

4. One Morale Point is awarded for the capture of each Bloody Lane Hex.

Morale Point hexes are listed on the Union Army Morale Roster. As each Morale Point hex is captured, the Union Player crosses it out on the roster.

[32.52] From turn 20 to the end of the game each Morale Point hex value is doubled (i.e., Sharpsburg hexes on turn 20 are worth 4 morale points; woods and level 4 hilltops, 2.

[32.53] The Union Player can capture Morale Point hexes only with infantry units. The Union infantry must be in sole possession of the hex at the end of the Confederate Player-Turn (i.e. on the turn the Union unit enters the hex, the Confederates will have a chance to re-take it). If the Union Player holds the hex at the end of the Game-Turn, the Union Army Morale Level is increased by the proper amount.The increase is permanent and is not lost if the Confederates capture the hex in a later Game-Turn.

[32.54] The Union Player loses Army Morale Points if the Confederates capture Level 4 hilltop hexes not listed on the Union Army Morale Roster. To capture the hex, a Confederate infantry unit must be in sole possession of the hex at the end of a Union Player-Turn.

[33.0] CAMPAIGN GAME VICTORY

COMMENTARY:

Antietam was a battle which never should have been fought. Lee was outnumbered, outgunned, and would have been swept from the field if any other general (even Meade) been in

command of the Army of the Potomac. But that is the mystery of Antietam: Lee knew McClellan. More specifically, Lee fought at Sharpsburg only because he knew McClellan was the Union commander: he chose to stand rather than end his short, two-week invasion, because he knew how McClellan would fight the battle. Lee hoped to exploit McClellan's mistakes and gain a victory against overwhelming odds.

[33.1] HOW THE GAME ENDS

The game ends when any of the following situations occurs:

1. At the end of a Game-Turn in which the Union Army Morale Level reaches 30;

2. At the end of a Game-Turn in which the Union Army Morale Level reaches 0;

3. At the end of any Game-Turn in which the Union Player has 16 or more infantry Strength Points in hex A0302 (Blackford's Ford bridge). The infantry must be in command, and cannot be pinned or routed.

4. Immediately if Robert E. Lee becomes a casualty;

5. At the end of the 39th Game-Turn.

[33.11] When the Union morale level reaches 0, all currently committed Union Corps are immediately withdrawn and the game ends during the Confederate Final Command Phase, even if Enemy units are still adjacent.

[33.12] Engaged melee results are ignored and the Confederate Player rolls again until a conclusive result occurs which determines the possession of the hex (should both players rout, the defender retreats first and the Confederate Player maintains his possession of the hex in question).

[33.13] When the Union morale level reaches 30 during a Confederate Final Command Phase, the game also ends immediately though Enemy units are still adjacent (33.12 is also observed).

[33.2] AUTOMATIC VICTORY
(See 33.4).

[33.21] The game ends immediately in a Level 1 Union victory if Robert E. Lee becomes a casualty.

[33.22] The game ends in a Level 1 Union victory if the Union Army Morale Level reaches 30 at the end of a Game-Turn, during Game-Turns 1-10.

[33.23] The game ends in a Level 1 Union victory if the Union Army occupies hex A0302 at the end of any Game-Turn. The occupying force must meet the conditions of Situation 3 of 33.1

[33.24] The game ends in a Level 1 Confederate victory if the Union Army Morale Level reaches 0 at the end of a Game-Turn, during Game-Turns 1-10.

[33.3] VICTORY POINTS

If neither player wins an Automatic Victory, the winner of the game will be determined the number of Victory Points accumulated by each player.

PROCEDURE:

When the game ends, both players total the victory points they have gained as listed in case 31.41 and adjust the total accumulated Victory Points as follows:

1. If the Union Army Morale Level ended at 30, multiply the Union Victory Point total by the following table. If the Union Army Morale Level ended at 0, multiply the Confederate Victory Point total by the following table.

End of Game	Multiplier
Turns 11-20	x3
Turns 21-30	x2
Turns 31-39	x1

2. If the Union Army Morale Level ended at 30, subtract the Confederate Victory Point total from the final Union Victory Point total. If the Union Army Morale Level ended at 0, subtract the Union total from the Confederate total.

3. If the Union Army Morale Level ended at 30, the Union Player locates the Victory Point difference on the following chart. If the Union Army Morale ended at 0, the Confederate Player uses the chart. A positive difference indicates a Level of Victory for the Player using the chart. A negative difference indicates a Level of Victory for the opposing Player.

Victory Point Difference	Level of Victory
0 or less	Marginal Defeat (Level 4 victory for opponent)
1-100	Historical Outcome
101-250	Level 4 Victory
251-400	Level 3 Victory
401-600	Level 2 Victory
600 or higher	Level 1 Victory

[33.4] LEVELS OF VICTORY

The following Levels of Victory are entirely hypothetical. They represent the influence that a Player's victory would have on the course of the war.

Union Victory

Level 1: McClellan easily breaks through Lee's defensive lines in his opening assault. Sensing victory, he commits the rest of the army, smashes through the town to Blackford's Ford and destroys Lee in one massive blow. Richmond falls by Christmas, the war ends, and McClellan becomes the next President.

Level 2: The Union attack smashes the Confederate lines by noon. The Federals take Sharpsburg, and Lee's tattered remnants retreat in full flight. Nearly 60% of the Army of Northern Virginia is killed or captured and the rest fall back in a brilliant fighting withdrawal through Virginia. Pursuit ends near Fredericksburg as McClellan halts his exhausted army. Lee spends the winter rebuilding his army, which never again fights the same: the war is shortened by one year.

Level 3: Lee is driven from the field but keeps his army in good order. McClellan pursues the next day and an inconclusive battle takes place: Lee continues his retreat while McClellan sends VI Corps down the Shenandoah Valley and takes Staunton. Both armies winter near Fredericksburg but there will be no Gettysburg Campaign in 1863: President Davis orders Lee out west while Joseph E. Johnston takes command of a defensive Army of Northern Virginia.

Level 4: Lee retreats during the night: McClellan does not pursue for seven days. Lincoln is furious and after much prodding McClellan enters Virginia, only to be repulsed at the Battle of Culpepper. McClellan is replaced by Burnside in time for the battle of Fredericksburg, which Burnside wins.

Confederate Victory

Level 1: Lee smashes Hooker in a morning counterattack. McClellan fears for his army and begins a strategic retreat towards Washington. Lee sends Jackson to take Harrisburg while he pursues McClellan to the gates of Washington which is besieged throughout the winter. Britain recognizes the Confederacy and Lincoln sues for peace. The Confederacy wins the war.

Level 2: Lee withstands McClellans half-hearted morning assaults and mounts a furious afternoon counterattack that cripples two Union corps. Lee moves north that night, destroys the Susquehanna bridge, and then routs the Army of the Potomac in a series of battles back to the gates of Washington. Too weak to besiege Washington, Lee winters at Manassas while the North rebuilds for six more long years of war.

Level 3: Lee holds the field and repels McClellan's assaults on the 18th. Reinforced by 15,000 stragglers, Lee counter attacks on the 19th and destroys the remnants of Hooker's corps; McClellan retreats and is replaced by Burnside, who bruises Lee's army at the Battle of Baltimore. Lee retreats to Virginia with many prisoners and captured guns. Lee repulses Burnside at the Battle of Fredericksburg.

Level 4: Lee holds the field for six more days. Too weak to do any campaigning, he retreats to Manassas. The Federals do not pursue.

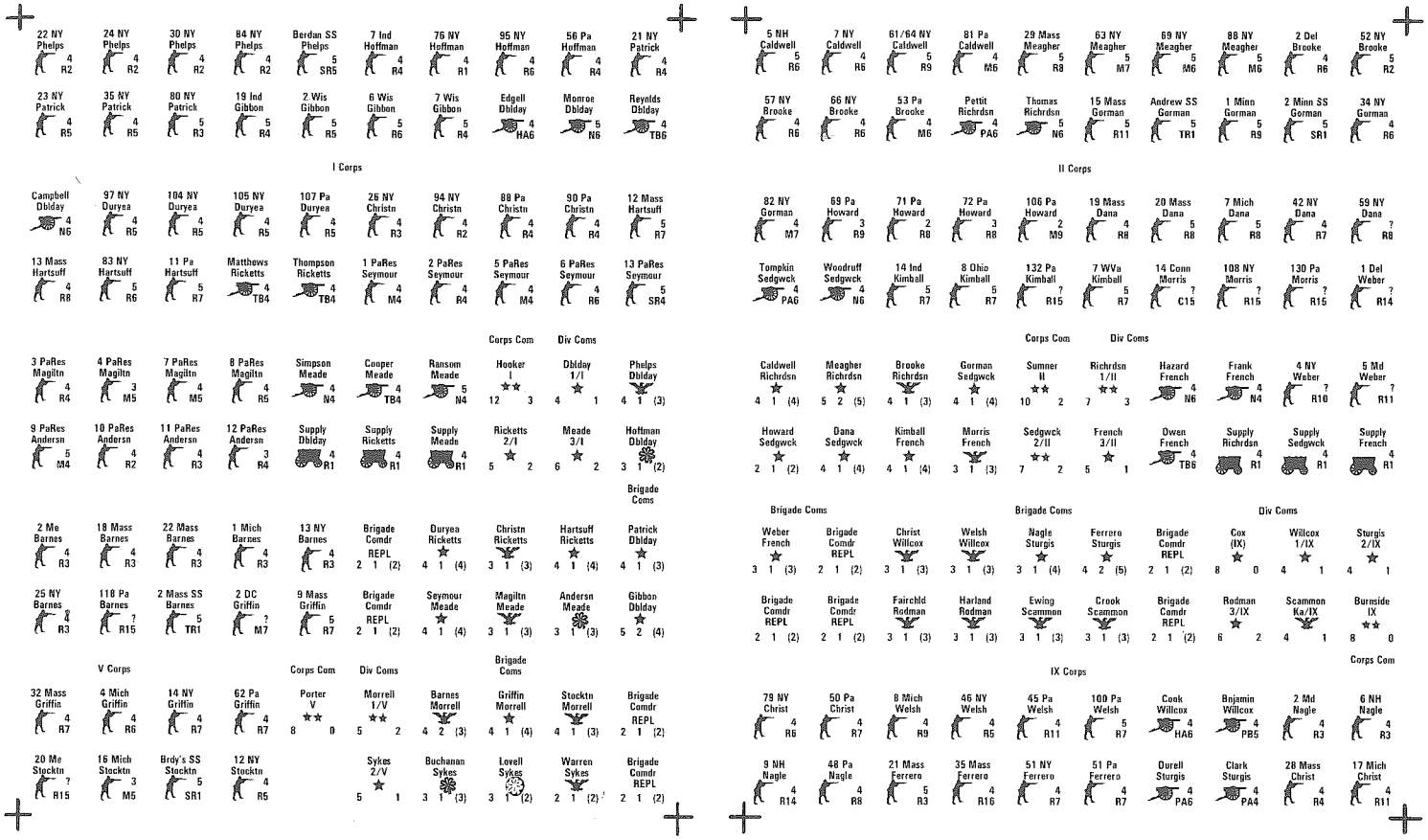
If neither side achieves a Level of Victory, the game result is the historical outcome. McClellan does not attack on the 18th, Lee retreats that night and McClellan is replaced by Burnside.

A Gleam of Bayonets Counter Section Nr. 1 (200 pieces): Front

UNION

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 8.

Antietam



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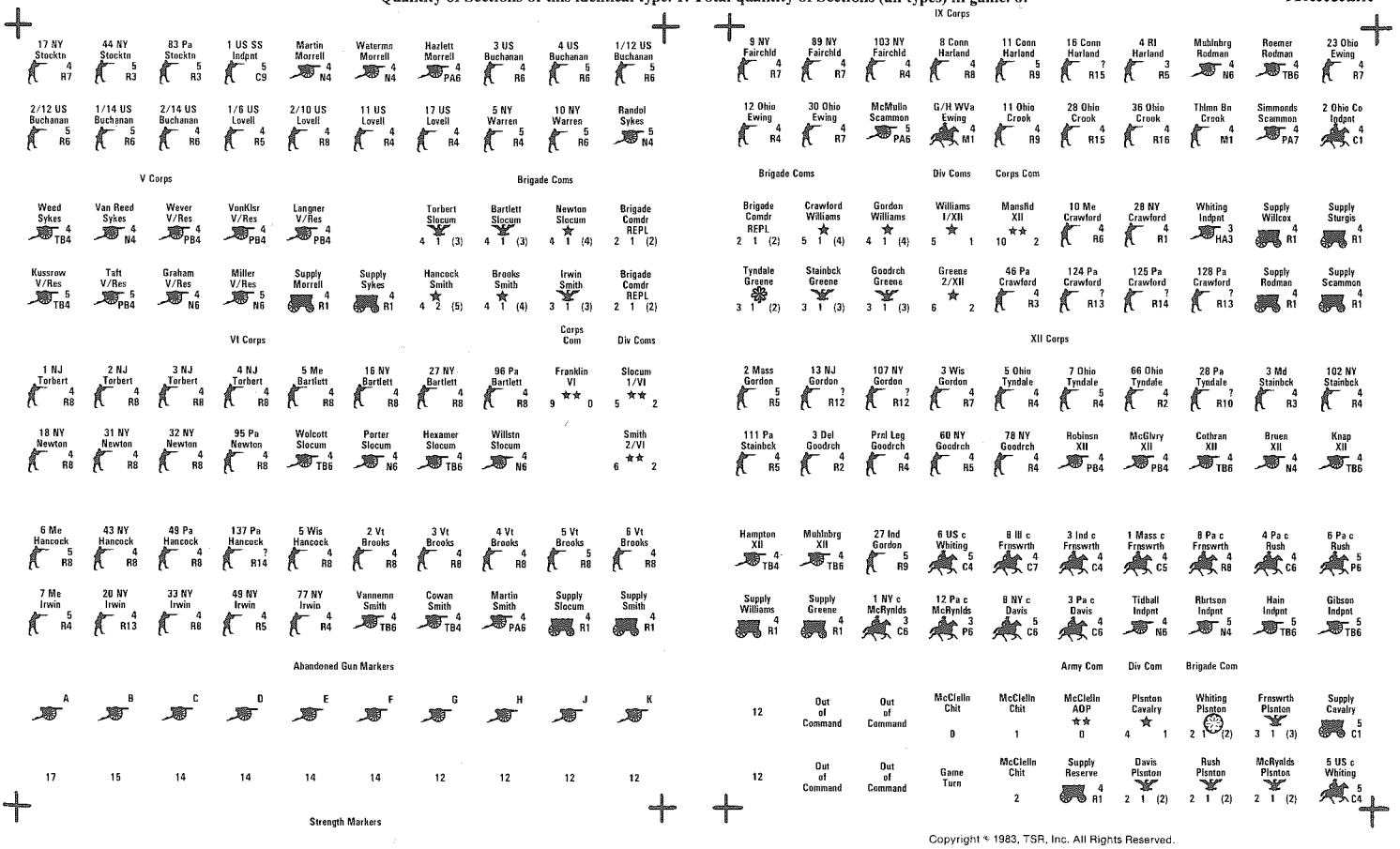
A Gleam of Bayonets Counter Section Nr. 2 (200 pieces): Front

UNION

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 8.

Antietam



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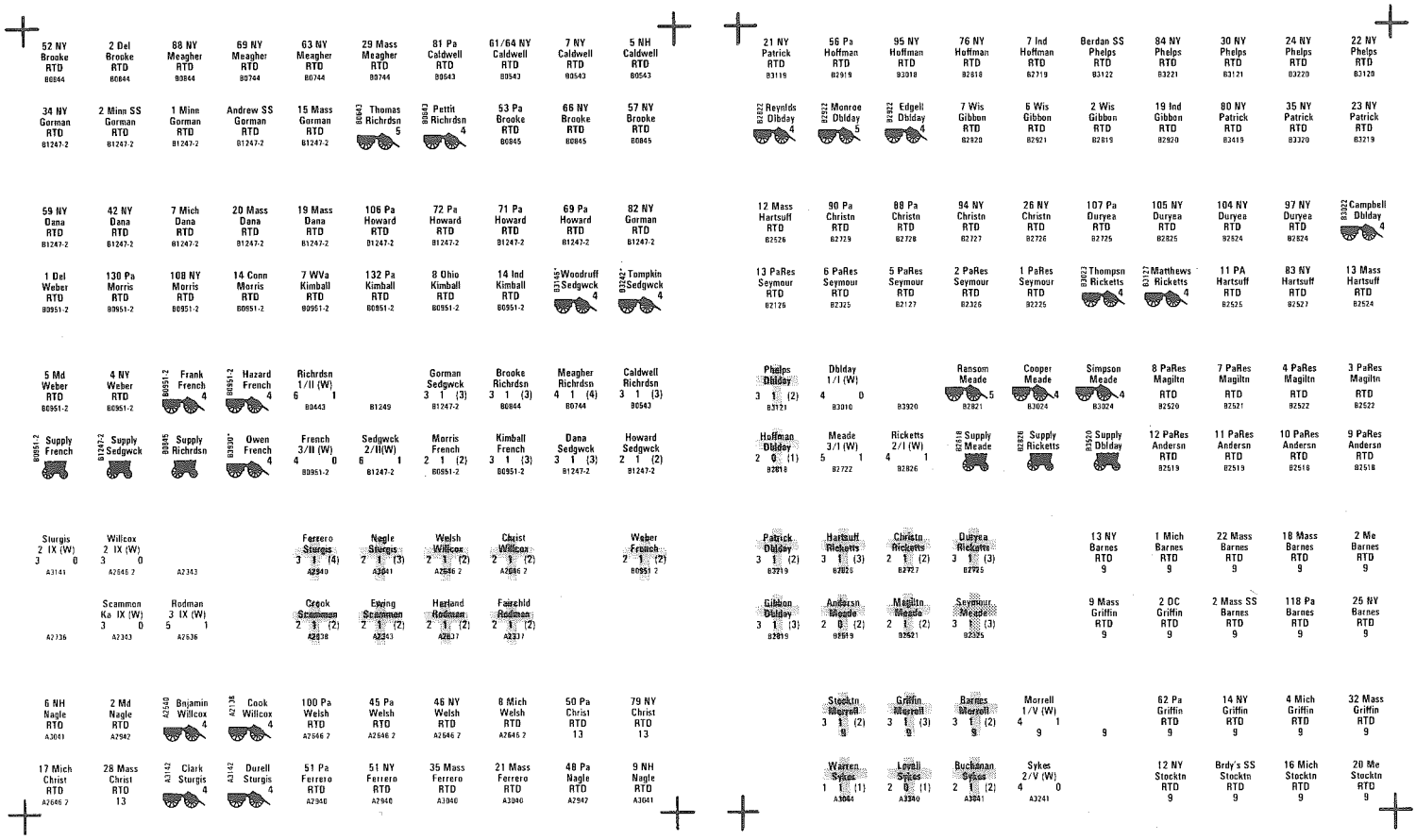

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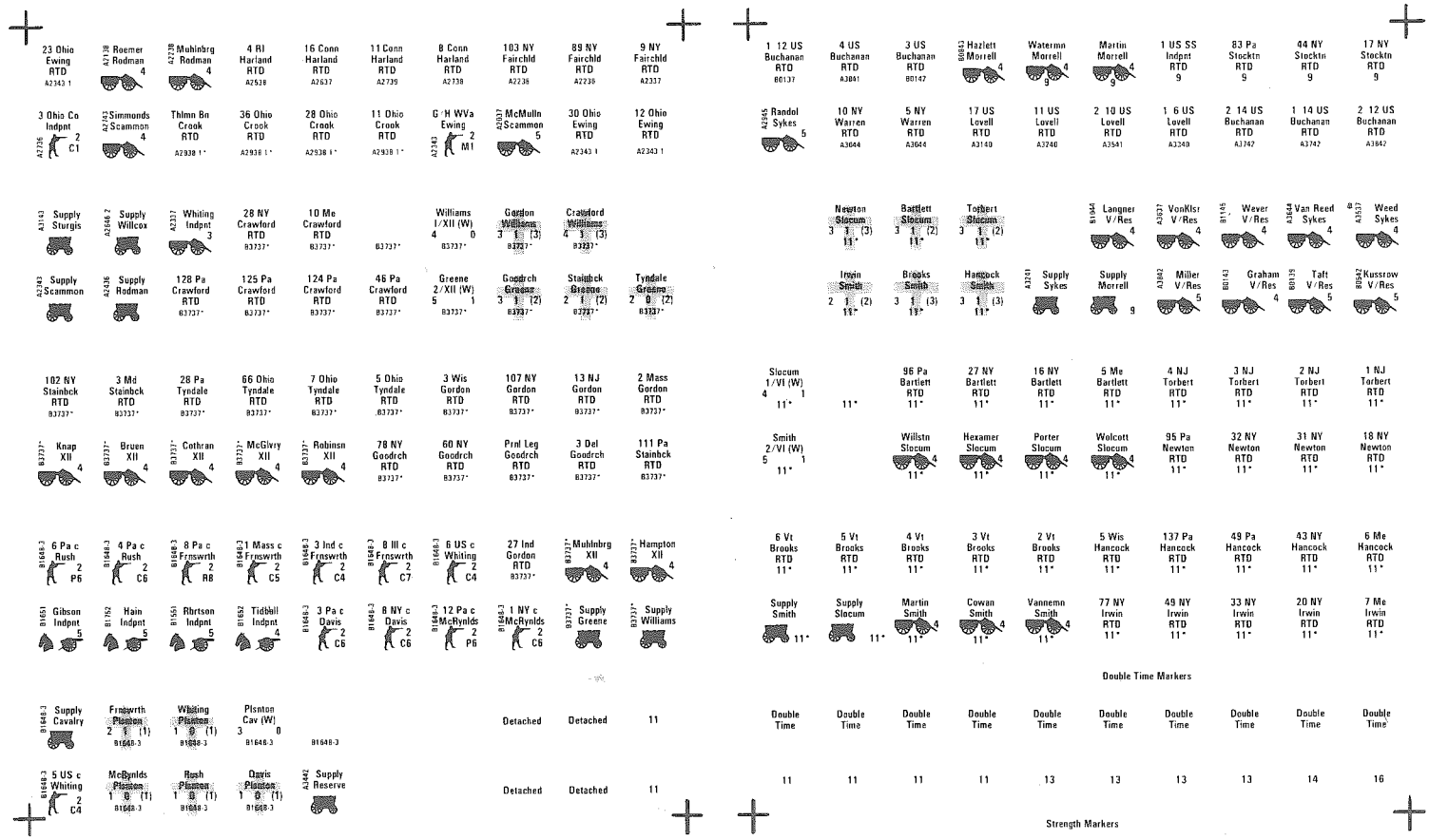

A Gleam of Bayonets Counter Section Nr. 3 (200 pieces): Front

CONFEDERATE

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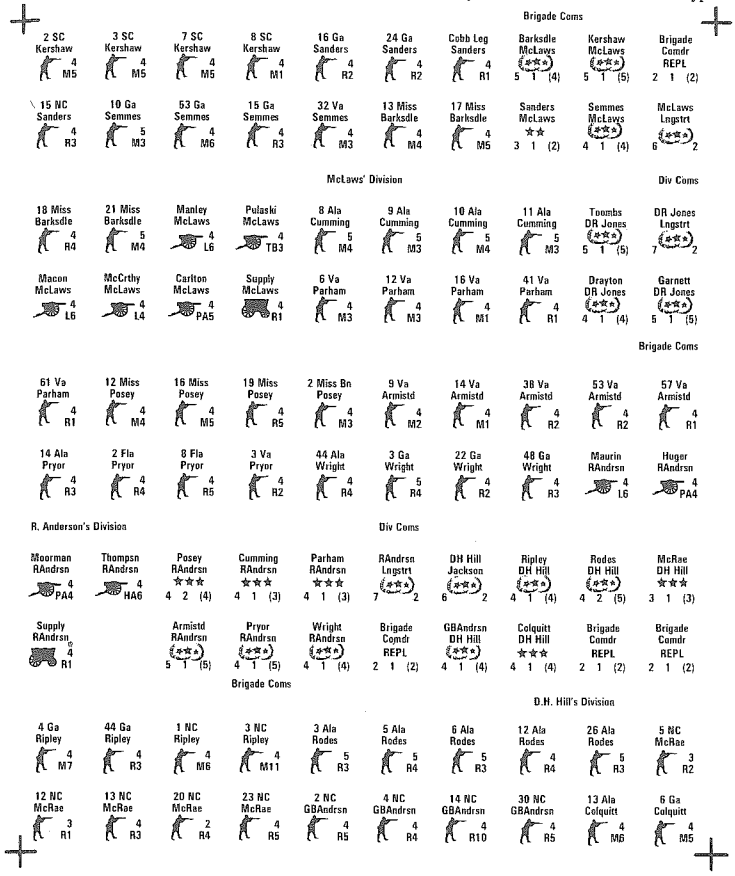

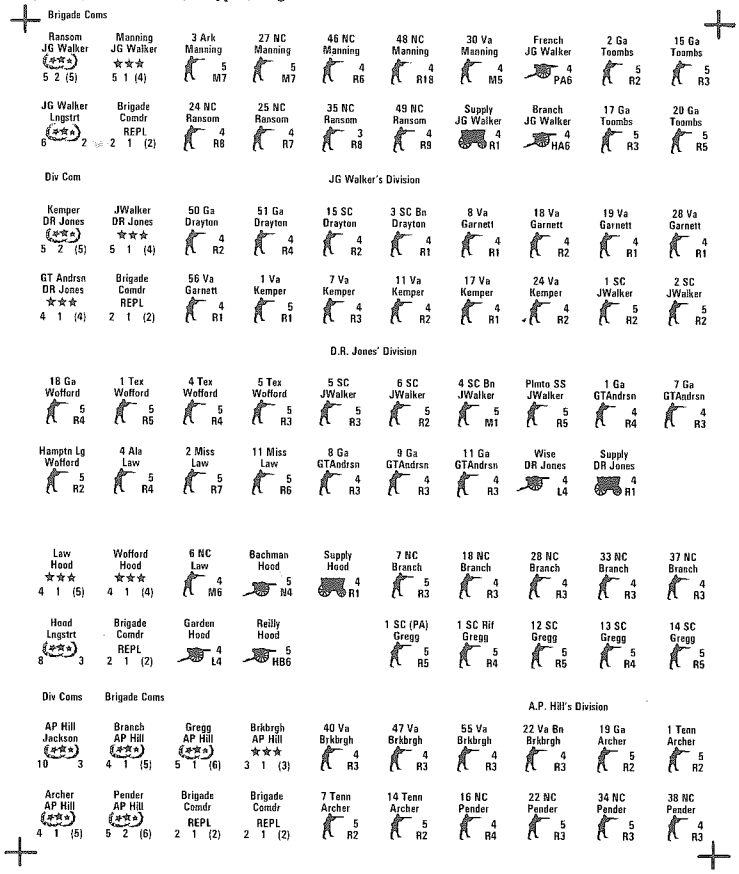

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A Gleam of Bayonets Counter Section Nr. 4 (200 pieces): Front

CONFEDERATE

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 8.

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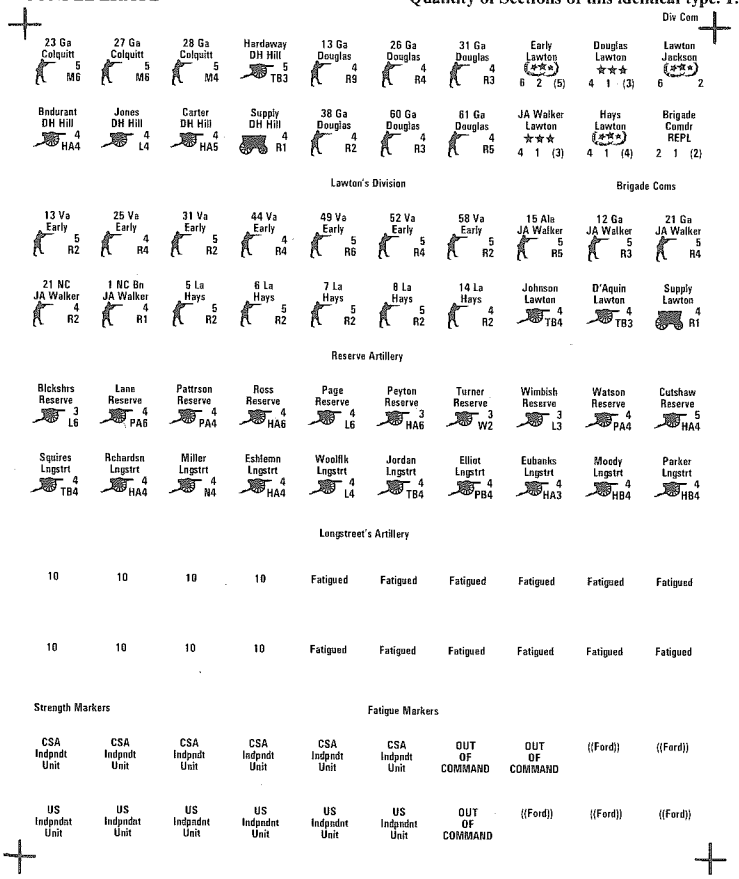

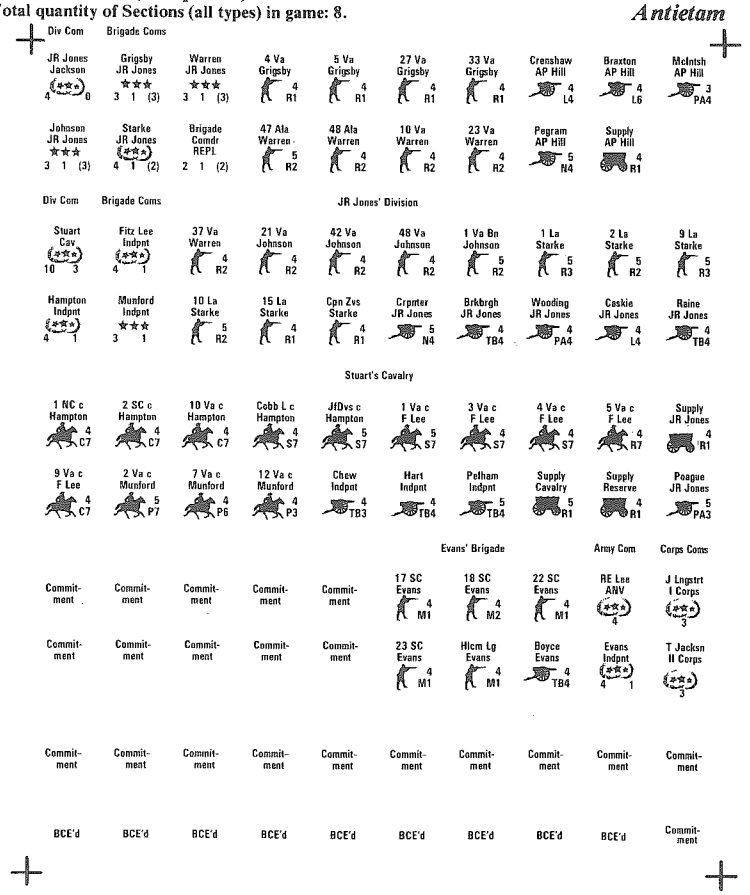

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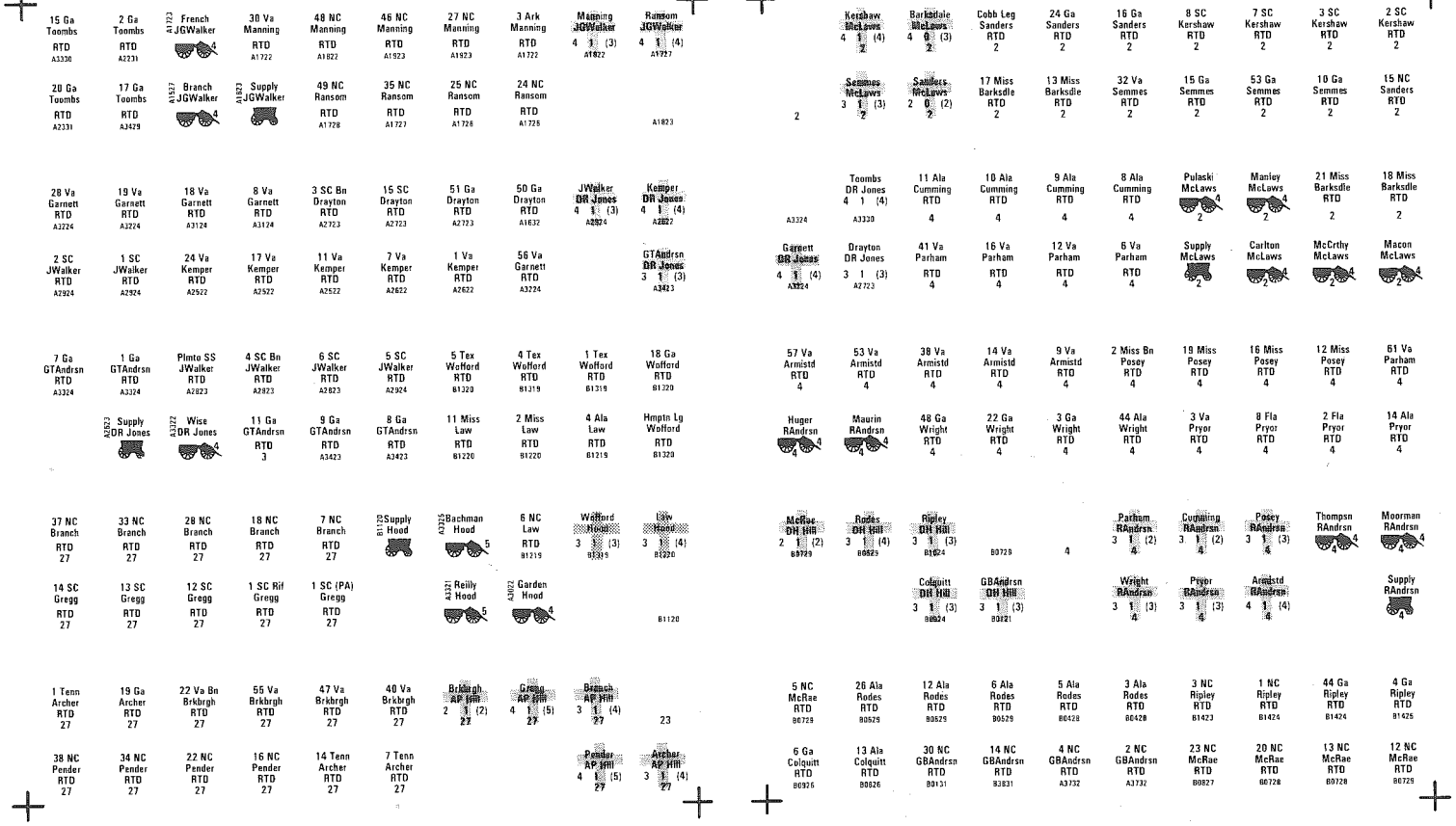

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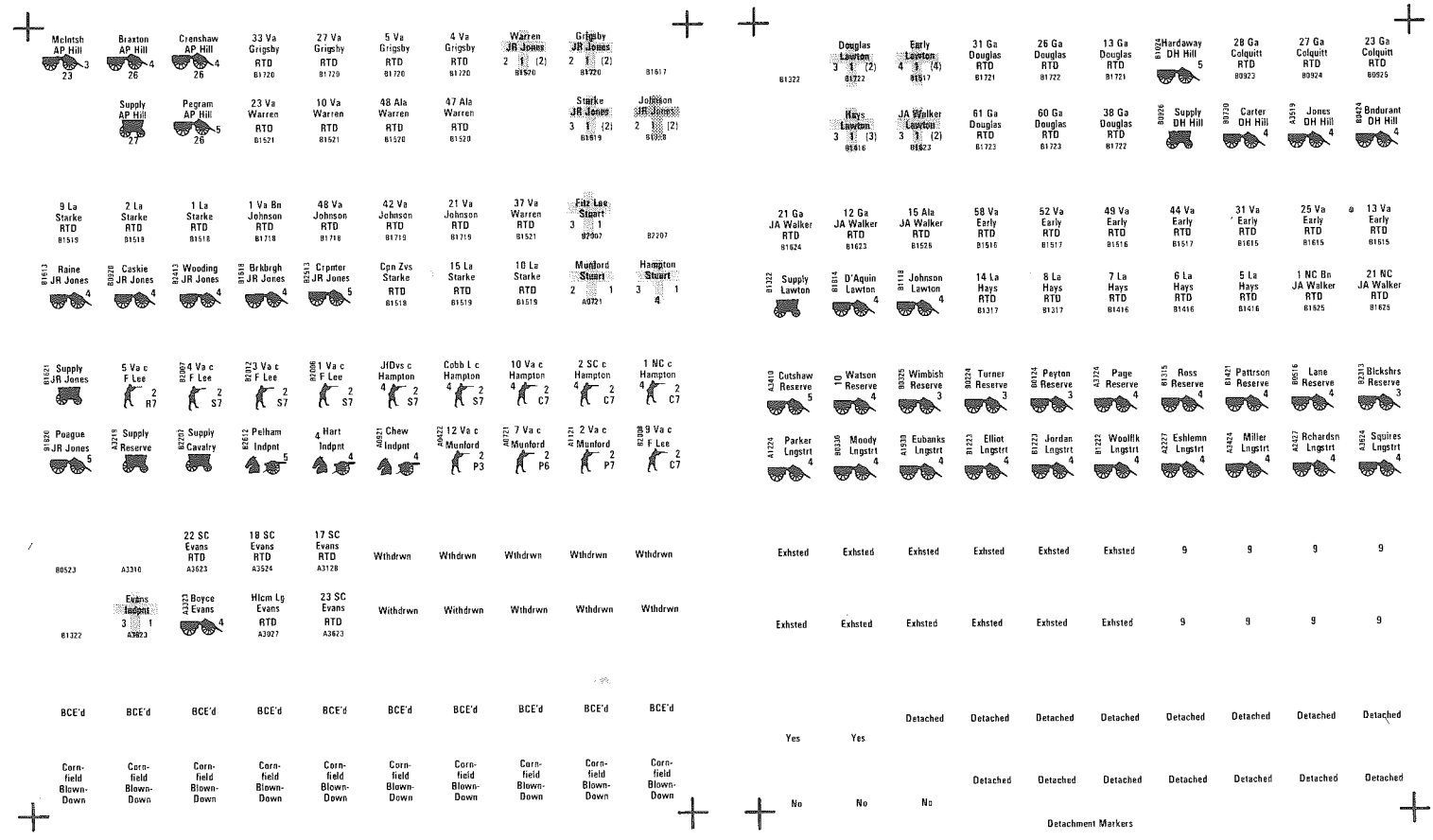

CONFEDERATE

A Gleam of Bayonets Counter Section Nr. 3 (200 pieces): Front

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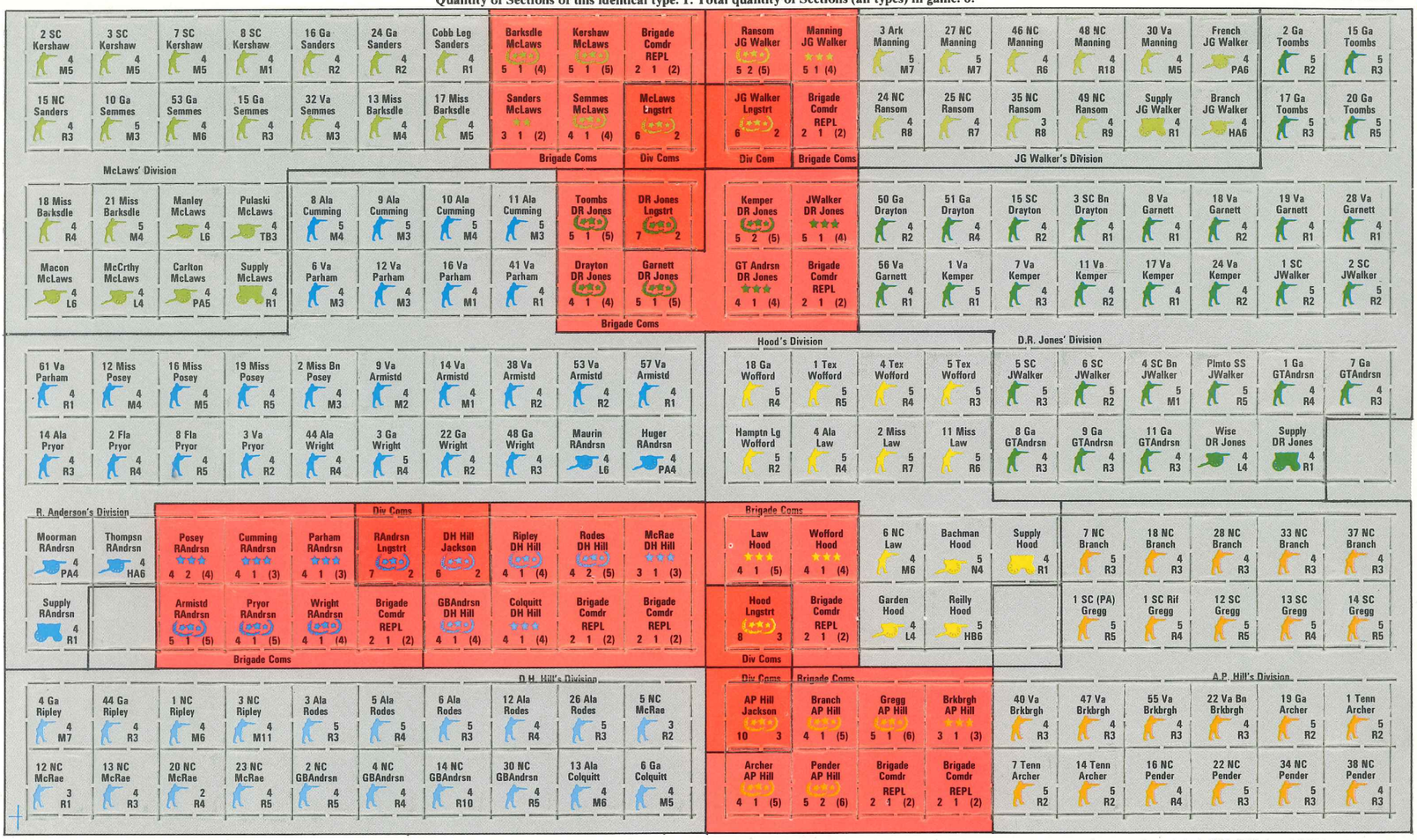

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CONFEDERATE

A Gleam of Bayonets Counter Section Nr. 4 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 8.

Antietam



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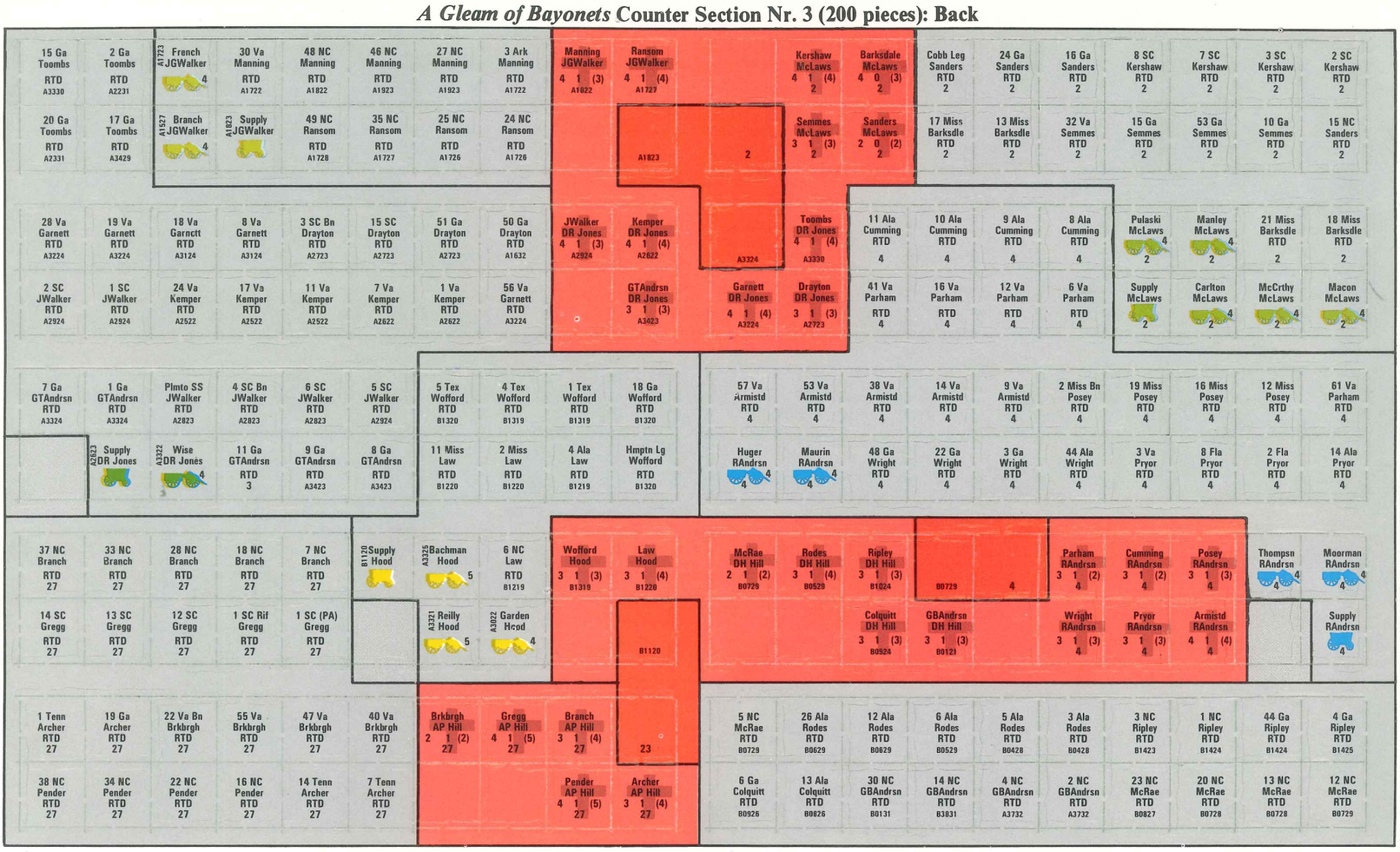

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A Gleam of Bayonets Counter Section Nr. 4 (200 pieces): Back



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UNION

A Gleam of Bayonets Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 8.

Antietam



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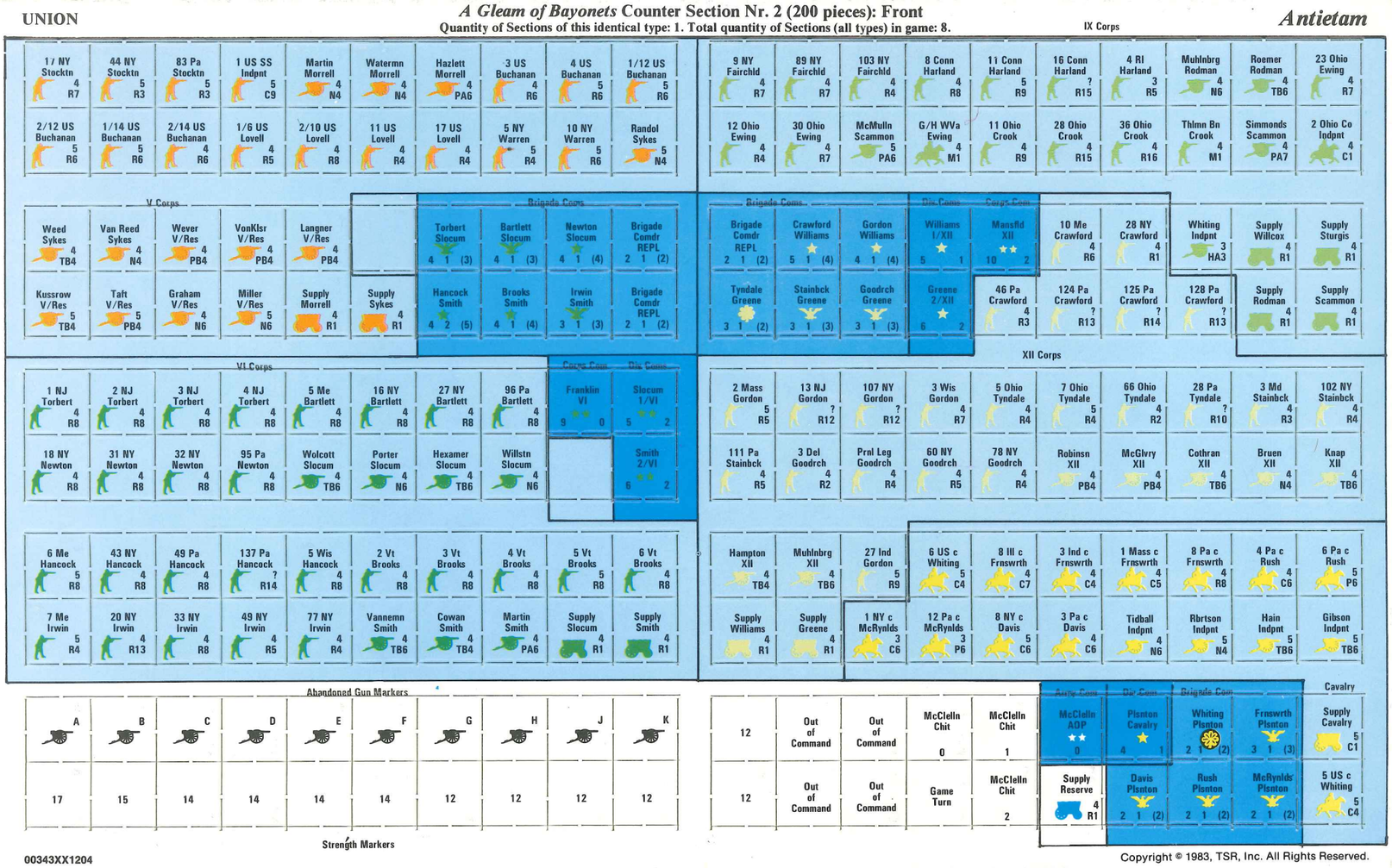
UNION

A Gleam of Bayonets Counter Section Nr. 2 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 8.

Antietam



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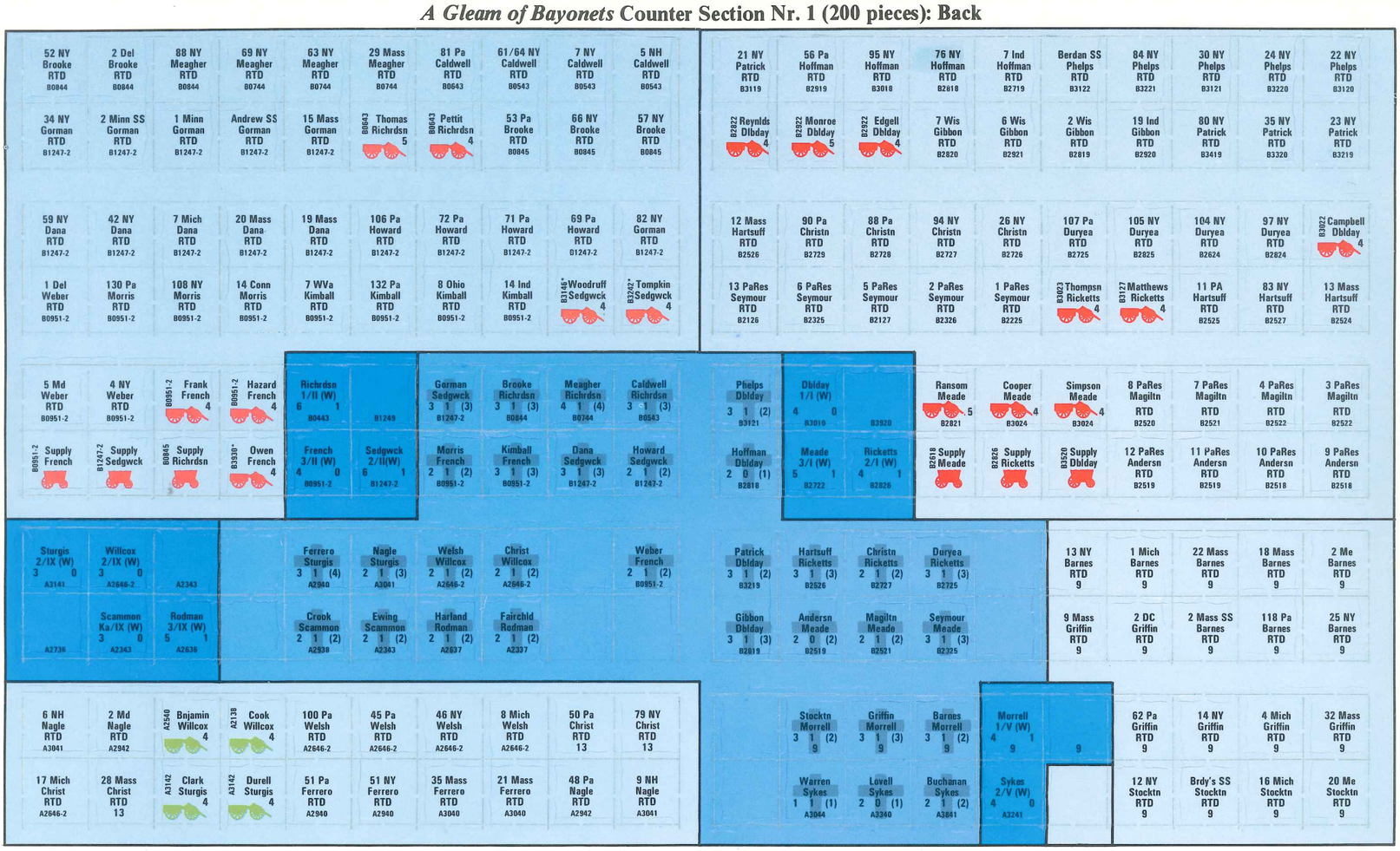

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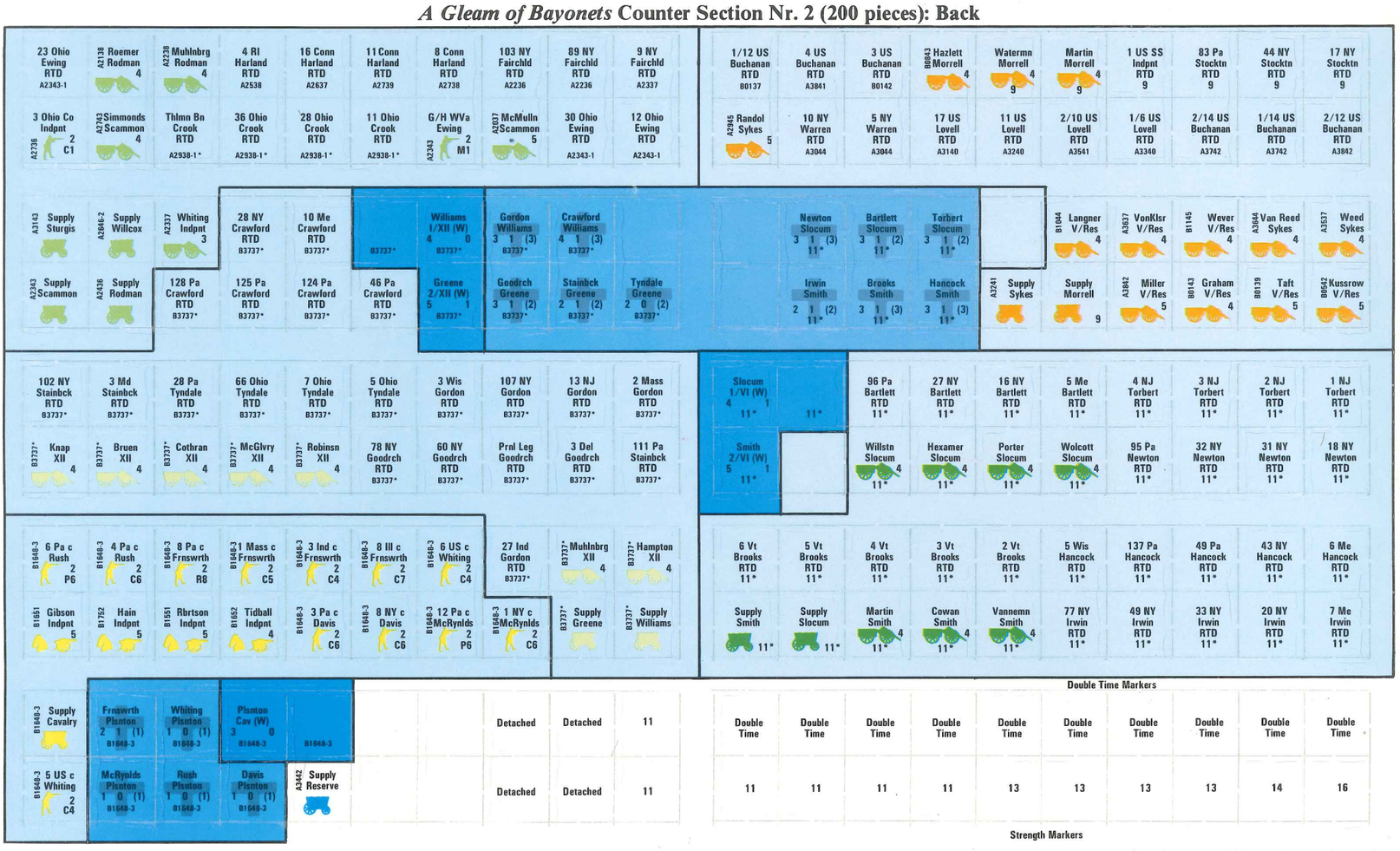

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Great Battles of the American Civil War Marker Section (200 pieces): Front

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Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin

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1	1	1	1	1	1	1	1	1	1

Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin

3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3

Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin	Pin
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd

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3	3	3	3	3	3	3	3	3	3

Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd
Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd	Ammo Depltd

5	5	5	5	5	5	5	5	5	5
5	5	5	5	5	5	5	5	5	5

a	b	c	d	e	f	g	h	j	k
l	m	n	o	p	a Wagon Crew	b Wagon Crew	c Wagon Crew	d Wagon Crew	e Wagon Crew

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Great Battles of the American Civil War Marker Section (200 pieces): Front

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1 1 1 1 1 1 1 1 1 1

7 7 7 7 7 7 7 7 7 7
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1 1 1 1 1 1 1 1 1 1

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Pin Pin Pin Pin Pin Pin Pin Pin Pin Pin

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5 5 5 5 5 5 5 5 5 5

a b c d e f g h j k
l m n o p a Wagon Crew b Wagon Crew c Wagon Crew d Wagon Crew e Wagon Crew

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Great Battles of the American Civil War Marker Section (200 pieces): Back

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2	2	2	2	2	2	2	2	2	2

Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout

2	2	2	2	2	2	2	2	2	2
2	2	2	2	2	2	2	2	2	2

Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Engd	Engd	Engd	Engd	Engd	Engd	Engd	Engd	Engd	Engd

4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4

Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn
Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn

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				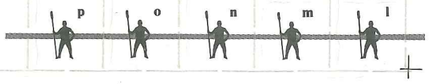					

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Great Battles of the American Civil War Marker Section (200 pieces): Back

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Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout

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Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout	Rout
Engd	Engd	Engd	Engd	Engd	Engd	Engd	Engd	Engd	Engd

4	4	4	4	4	4	4	4	4	4
4	4	4	4	4	4	4	4	4	4

Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn
Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn	Colmn

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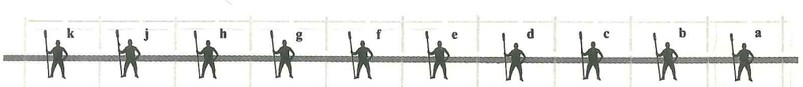									
									

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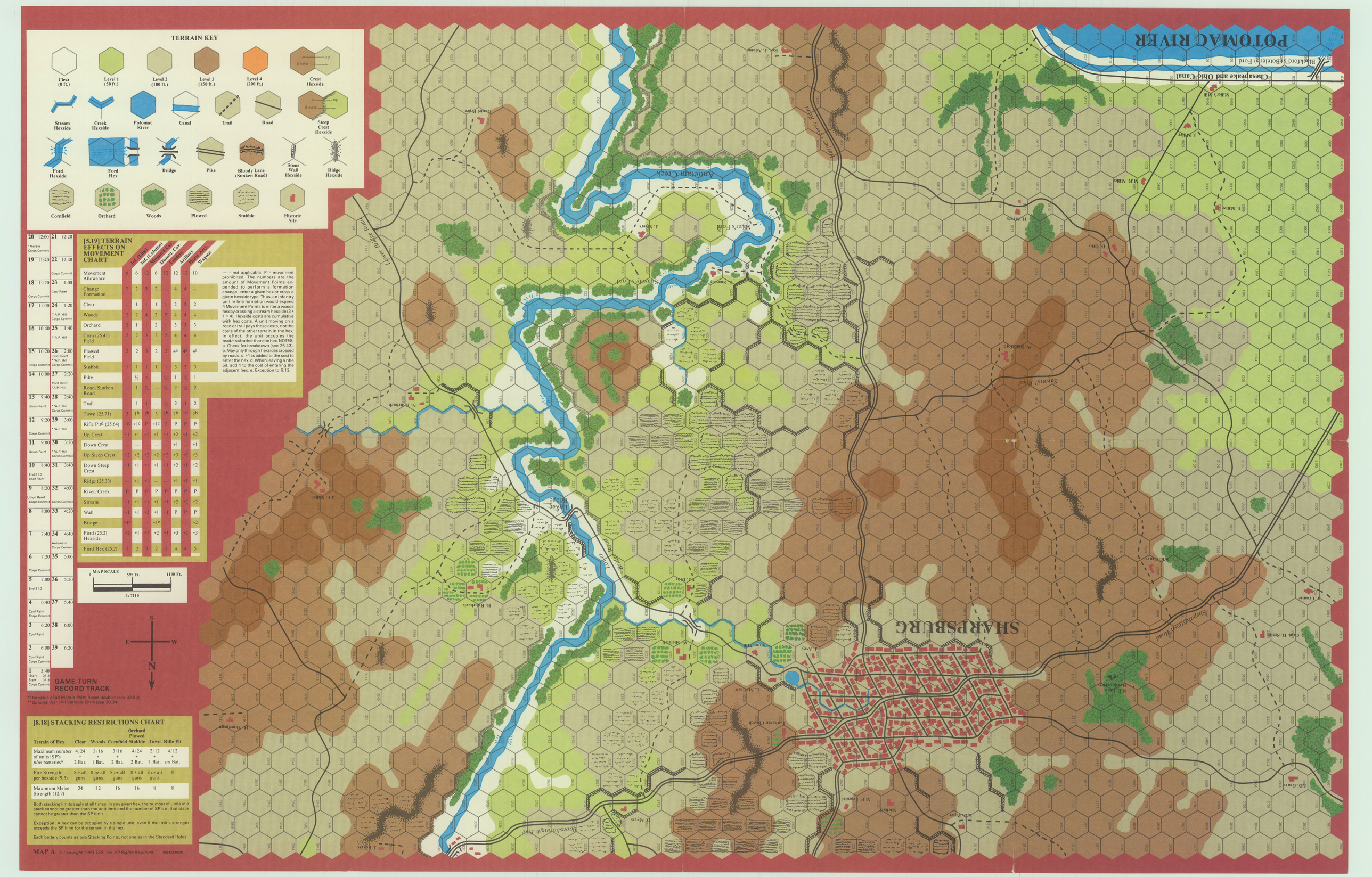
TERRAIN KEY
Clear (0 ft.)
Level 1 (50 ft.)
Level 2 (100 ft.)
Level 3 (150 ft.)
Level 4 (200 ft.)
Crest Hexside
Stream Hexside
Creek Hexside
Potomac River
Canal
Trail
Road
Steep Crest Hexside
Ford Hexside
Ford Hex
Bridge
Pike
Bloody Lane (Sunken Road)
Stone Wall Hexside
Ridge Hexside
Cornfield
Orchard
Woods
Plowed
Stubble
Historic Site
POTOMAC RIVER
Blackford's Shoals (Ferry) Ford
Chesapeake and Ohio Canal
Boteler's Ford
Lower Bridge Road
Antietam Creek
Hagerstown Road
Dunker Church
Sunken Road
Smoketown Road
Sharpsburg Road
Cornfield Avenue
Roulette Lane
Mumma's Mill
Miller's Cornfield
Poffenberger Farm
Nicodemus Hill
Roulette Hill
Cemetery Hill
Cemetery Ridge
Hauser Ridge
Hauser Woods
Hauser Farm
Piper Farm
Mumma Farm
Mumma Orchard
Miller's Farm
Miller's Woods
Miller's Cornfield
Poffenberger Woods
Poffenberger Farm
Bloody Lane
Burnside Bridge
Rohrbach Bridge
Rohrbach Farm
Rohrbach Woods
Rohrbach Road
Burnside's Bridge
Lower Bridge
Upper Bridge
Lower Ford
Middle Ford
Upper Ford
Pry's Ford
Snavely's Ford
Keedysville
Sharpsburg
SHARPSBURG
Cemetery
Reformed Church
Lutheran Church
Methodist Church
Presbyterian Church
Catholic Church
Union Hospital
Confederate Hospital
Union Headquarters
Confederate Headquarters
Union Reinforcements
Confederate Reinforcements
Union Corps Commander
Confederate Corps Commander
Union Division Commander
Confederate Division Commander
Union Artillery Commander
Confederate Artillery Commander
Union Cavalry Commander
Confederate Cavalry Commander
Union Supply Wagons
Confederate Supply Wagons
Union Ammunition Wagons
Confederate Ammunition Wagons
Union Ambulances
Confederate Ambulances
Union Pontoon Bridge
Confederate Pontoon Bridge
Union Ferry
Confederate Ferry
Union Ford
Confederate Ford
Union Pike
Confederate Pike
Union Road
Confederate Road
Union Trail
Confederate Trail
Union Canal
Confederate Canal
Union Creek
Confederate Creek
Union River
Confederate River
Union Stream
Confederate Stream
Union Woods
Confederate Woods
Union Orchard
Confederate Orchard
Union Cornfield
Confederate Cornfield
Union Plowed
Confederate Plowed
Union Stubble
Confederate Stubble
Union Historic Site
Confederate Historic Site
Union Ridge
Confederate Ridge
Union Hexside
Confederate Hexside
Union Ford Hexside
Confederate Ford Hexside
Union Bridge
Confederate Bridge
Union Pike Hexside
Confederate Pike Hexside
Union Bloody Lane (Sunken Road) Hexside
Confederate Bloody Lane (Sunken Road) Hexside
Union Stone Wall Hexside
Confederate Stone Wall Hexside
Union Ridge Hexside
Confederate Ridge Hexside
Union Steep Crest Hexside
Confederate Steep Crest Hexside
Union Creek Hexside
Confederate Creek Hexside
Union Stream Hexside
Confederate Stream Hexside
Union Potomac River
Confederate Potomac River
Union Canal
Confederate Canal
Union Trail
Confederate Trail
Union Road
Confederate Road
Union Ford Hexside
Confederate Ford Hexside
Union Ford Hex
Confederate Ford Hex
Union Bridge
Confederate Bridge
Union Pike
Confederate Pike
Union Bloody Lane (Sunken Road)
Confederate Bloody Lane (Sunken Road)
Union Stone Wall Hexside
Confederate Stone Wall Hexside
Union Ridge Hexside
Confederate Ridge Hexside
Union Cornfield
Confederate Cornfield
Union Orchard
Confederate Orchard
Union Woods
Confederate Woods
Union Plowed
Confederate Plowed
Union Stubble
Confederate Stubble
Union Historic Site
Confederate Historic Site
[5.19] TERRAIN EFFECTS ON MOVEMENT CHART
Movement Allowance
Change Formation
Clear
Woods
Orchard
Corn (25.41) Field
Plowed Field
Stubble
Pike
Road / Sunken Road
Trail
Town (25.71)
Rifle Pit[d] (25.64)
Up Crest
Down Crest
Up Steep Crest
Down Steep Crest
Ridge (25.33)
River / Creek
Stream
Wall
Bridge
Ford (25.2) Hexside
Ford Hex (25.2)
— = not applicable. P = movement prohibited. The numbers are the amount of Movement Points expended to perform a formation change, enter a given hex or cross a given hexside type. Thus, an infantry unit in line formation would expend 4 Movement Points to enter a woods hex by crossing a stream hexside (3 + 1 = 4). Hexside costs are cumulative with hex costs. A unit moving on a road or trail pays those costs, not the costs of the other terrain in the hex; in effect, the unit occupies the road/trail rather than the hex. NOTES: a. Check for breakdown (see 25.43). b. May only through hexsides crossed by roads. c. +1 is added to the cost to enter the hex. d. When leaving a rifle pit, add 1 to the cost of entering the adjacent hex. e. Exception to 6.12.
MAP SCALE
595 Ft.
1190 Ft.
1: 7110
GAME-TURN RECORD TRACK
*The value of all Morale Point hexes doubles (see 32.52)
**Optional A.P. Hill Variable Entry (see 30.34)
[8.18] STACKING RESTRICTIONS CHART
Terrain of Hex
Clear
Woods
Cornfield
Orchard Plowed Stubble
Town
Rifle Pit
Maximum number of units/SP's plus batteries*
Fire Strength per hexside (9.3)
Maximum Melee Strength (12.7)
Both stacking limits apply at all times. In any given hex, the number of units in a stack cannot be greater than the unit limit and the number of SP's in that stack cannot be greater than the SP limit.
Exception: A hex can be occupied by a single unit, even if the unit's strength exceeds the SP limit for the terrain in the hex.
Each battery counts as two Stacking Points, not one as in the Standard Rules.
MAP A
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MAP B

Gleam of Bayonets™

THE BATTLE OF ANTIETAM

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POTOMAC RIVER

Chesapeake and Ohio Canal

New Industry

Dovenberger Mill

D. Coffman

Ground Squirrel Church

W. Middlekauff

G. Line

J. Hoffman

J. Thomas

Antietam Creek

A. Hammond

Upper Bridge

D. Smith

Cost

Pry's Mill

The Upper Ford

Smoketown Road

J. Poffenberger

The North Woods

Nicodemus Hill

Nicodemus

D.R. Miller

S. Poffenberger

M. Miller

K. Morrison

The East Woods

A. Rowe

L. Cox

Hagerstown Pike

W. Kennedy

H.F. Neikirk

A. Neikirk's Ford

A. Poffenberger

The West Woods

S. Mumms

Dunkard Church

J. Hauer

W. Roulette

A. Clipp

R. Pry

Boonsborough Pike

Landing Road

The Bloody Lane

H. Reel

L. Miller

D. Reel

H. Piper

M. Parks

S.E. Hecker

Pottertown

Middle Bridge

J. Newcomer

I. Eckes

Scatter Diagram

To play the GRAND BATTLE GAME: Trim Map B along the indicated line, then overlap the bottom hexrow of Map B over the top hexrow of Map A.