

TERRAIN	MPs TO ENTER OR CROSS	EFFECT ON COMBAT
CLEAR HEX	1 MP	No effect
FOREST HEX	3 MPs	No effect [but blocks LOS for artillery bombardment]
ROUGH HEX	3 MPs	Defender doubled
ROAD HEX	1 MP if entered through road hexside	Depends on other terrain
CREEK HEXSIDE	May only cross at bridges or fords +1 MP to cross at fords	May only attack across bridges or fords
BRIDGE HEXSIDE	No additional MP	Defender doubled if all attacking units attack across bridge or ford hexsides
RIVER HEX	May not enter	Not allowed
RIVER FERRY HEX	3 MPs	Not allowed
TOWN HEX	1 MP	Defender doubled [blocks LOS for artillery bombardment]
FORD HEXSIDE	+1 MP	Defender doubled if all attacking units attack across bridge or ford hexsides

THE COMBAT RESULTS TABLE

Die Roll	Probability Range (odds)										Die Roll
	1-1	1-4	3-3	2-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Au	Au	De	De	De	De	De	De	De	De	1
2	Au	Au	Au	De	De	De	De	De	De	De	2
3	Au	Au	Au	Au	De	De	De	De	De	De	3
4	Au	Au	Au	Au	Au	De	De	De	De	De	4
5	Au	Au	Au	Au	Au	Au	De	De	De	De	5
6	Au	Au	Au	Au	Au	Au	De	De	De	De	6

Attacker's Strength is greater than De's Strength, all attacking units may move one hex. De's Strength is greater than Au's Strength, all attacking units may move one hex. De's Strength is equal to Au's Strength, all attacking units may move one hex.

TERRAIN KEY

BLUE & GRAY

Antietam

The Bloodiest Day, 17 September, 1862

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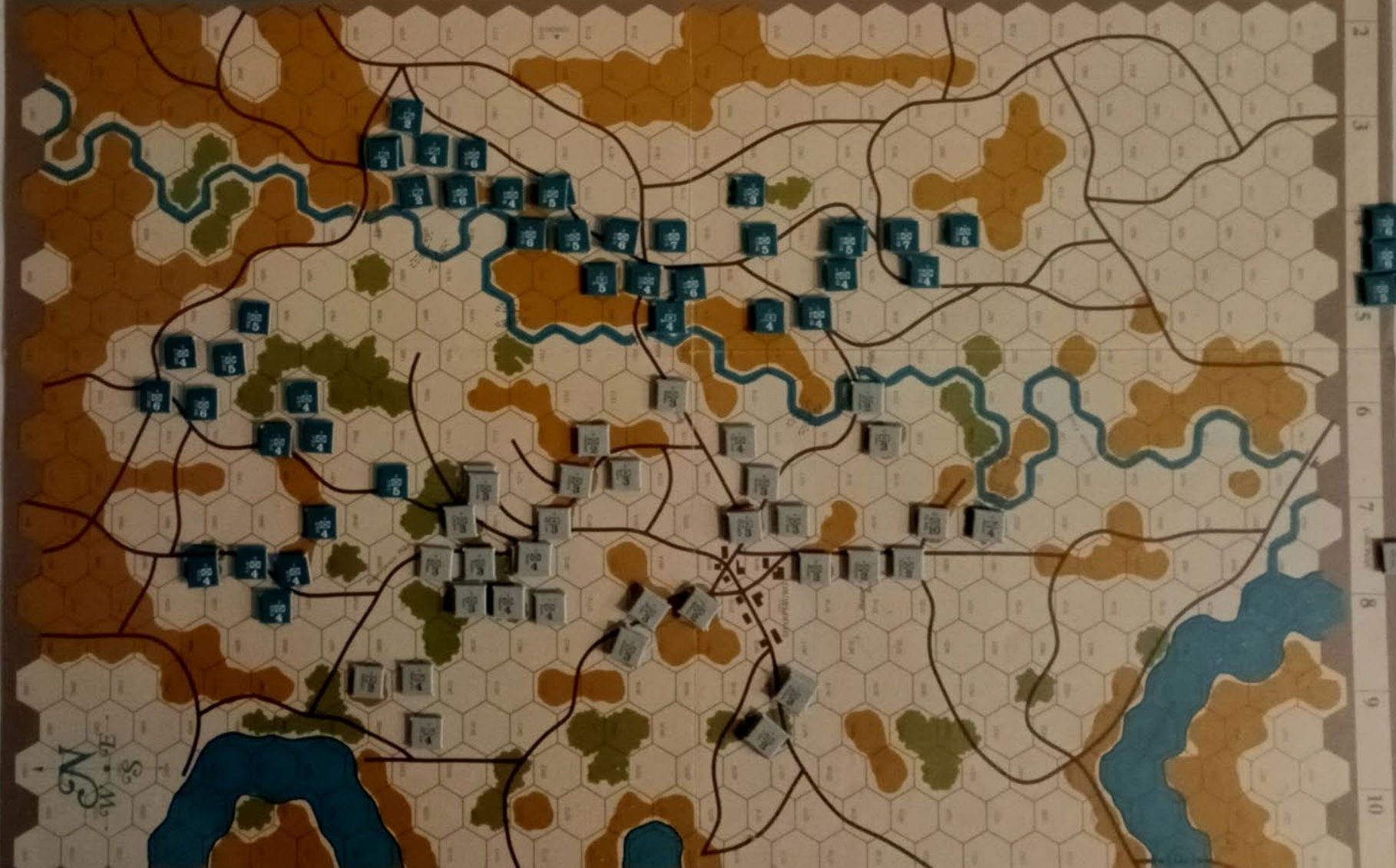
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3	Au	Au	Au	Au	De	De	De	De	De	De	3
4	Au	Au	Au	Au	Au	De	De	De	De	De	4
5	Au	Au	Au	Au	Au	Au	De	De	De	De	5
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Pic #1: Initial set-up. The Union may only move 15 of their units on Turn #1. The ten Confederate units west of Sharpsburg are not permitted to move on Turn #1.

900	90	9
800	80	8
700	70	7
600	60	6
500	50	5
400	40	4
300	30	3
200	20	2
100	10	1
000	00	0



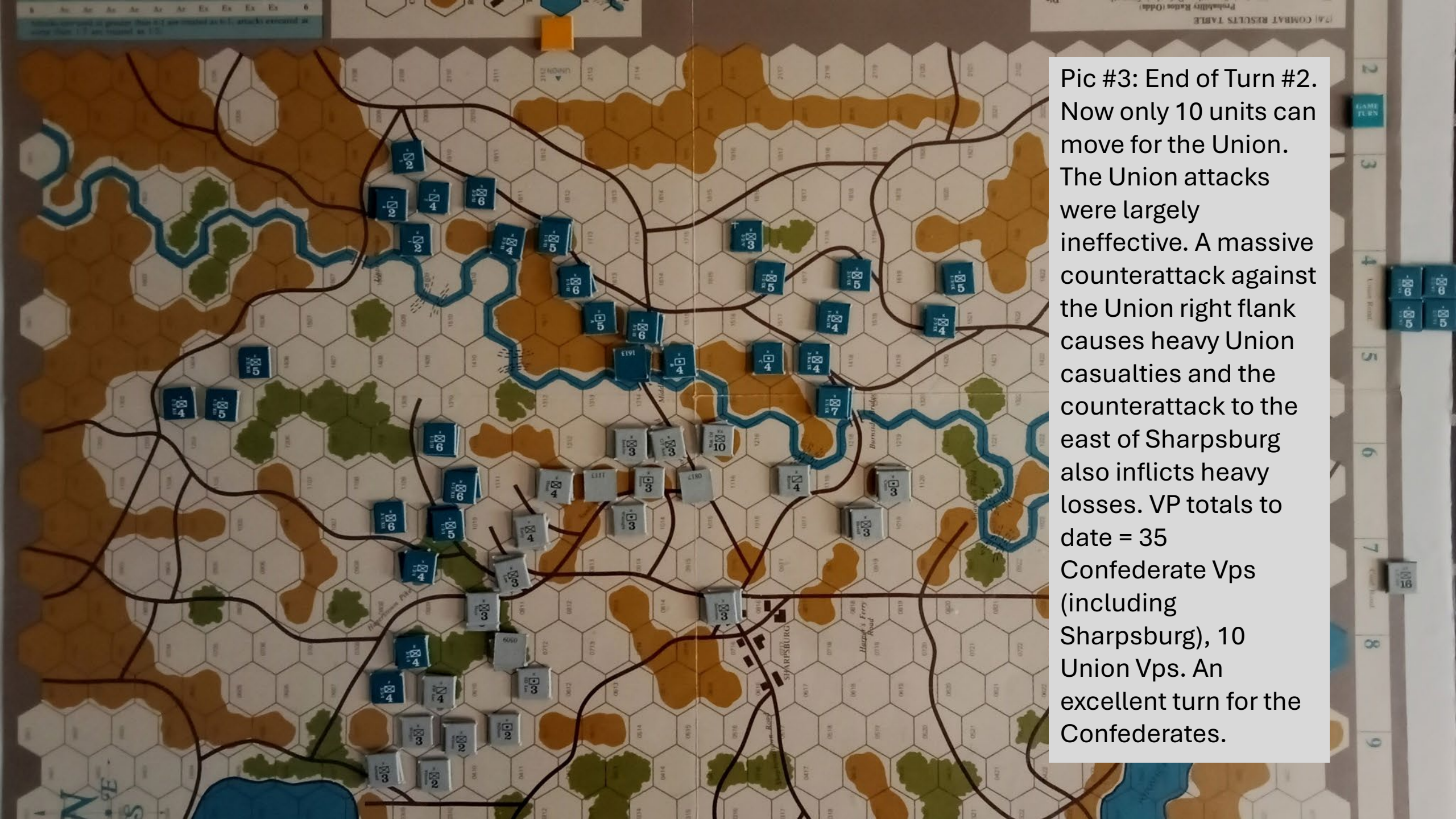
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6	Au	Au	Au	Au	Au	Au	Au	De	De	De	6

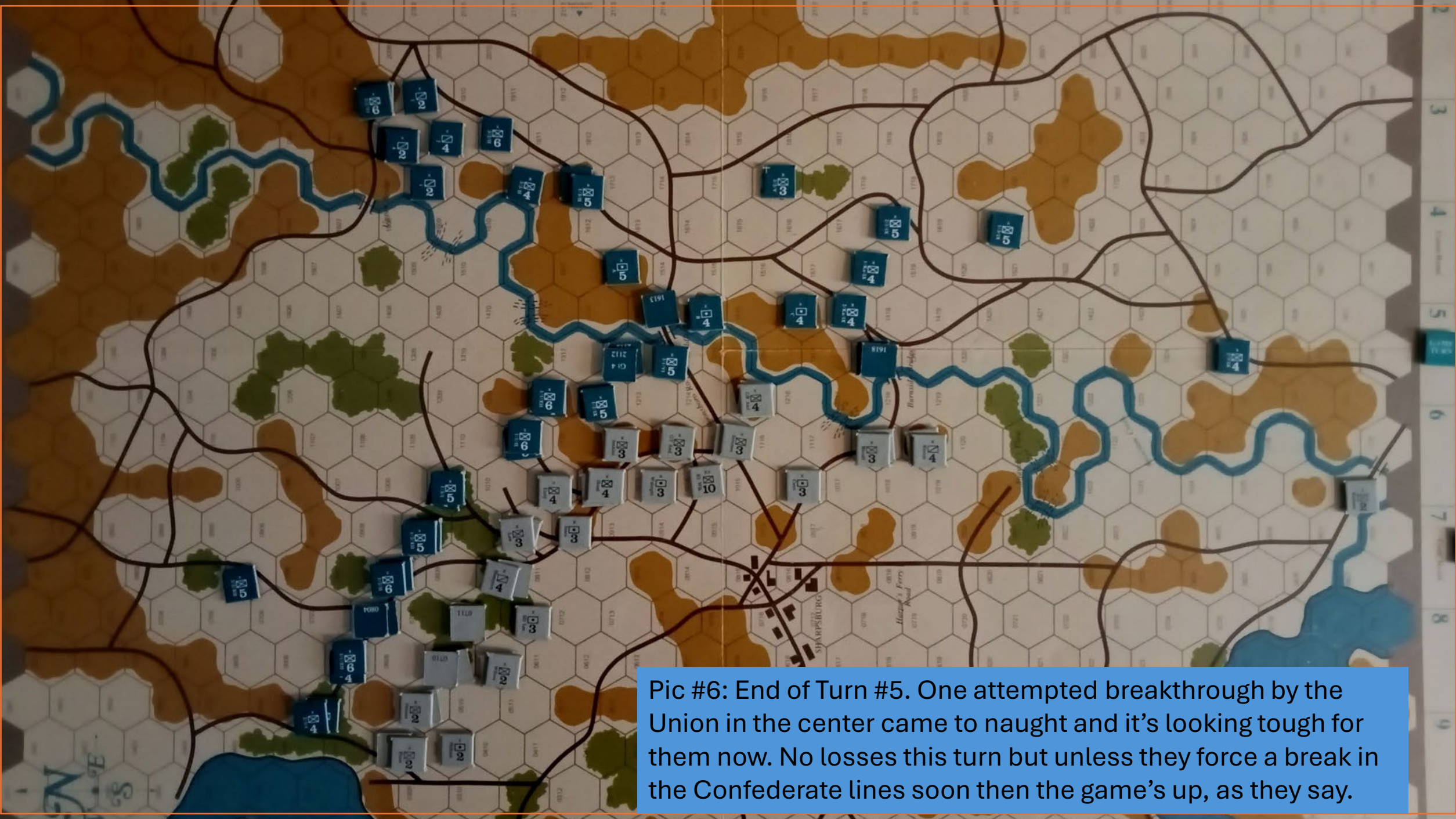
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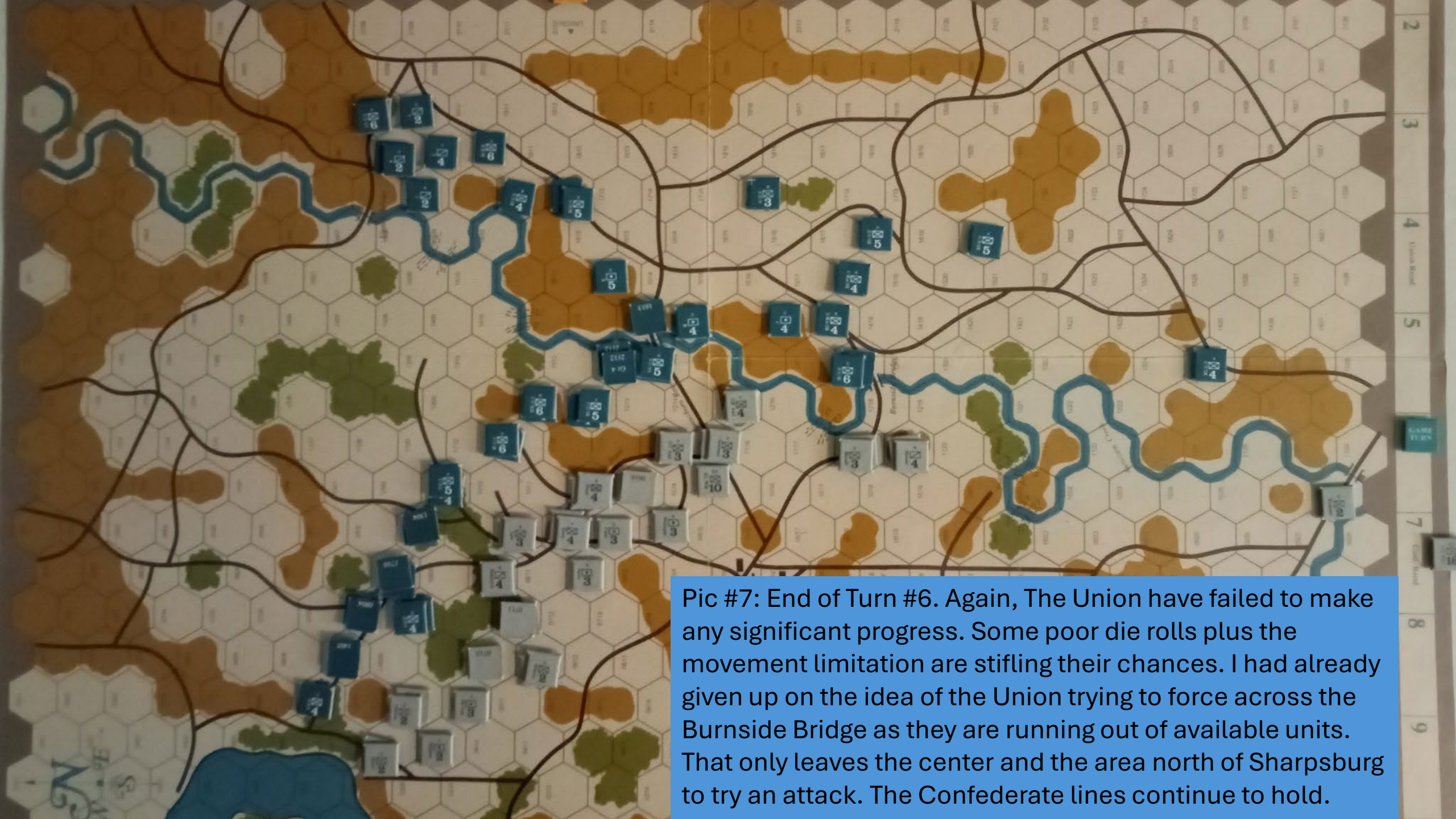
Pic #2: End of Turn #1. A good turn for the Union despite the 15 unit limitation on movement (this movement limitation is removed for the rest of the game should any Confederate units cross Antietam Creek). Using their artillery effectively (which cannot move at all in the game) the Union managed some good odds attacks and some good results too with 10 Confederate strength points eliminated. The Confederates managed to restore their lines to the north of Sharpsburg and counterattacked both the Union force at the bridge due east of Sharpsburg and the Union force at Burnside Bridge. The counterattack pushed the Union back across Antietam Creek but the other attack was repulsed with due loss of Attacker Effectiveness.



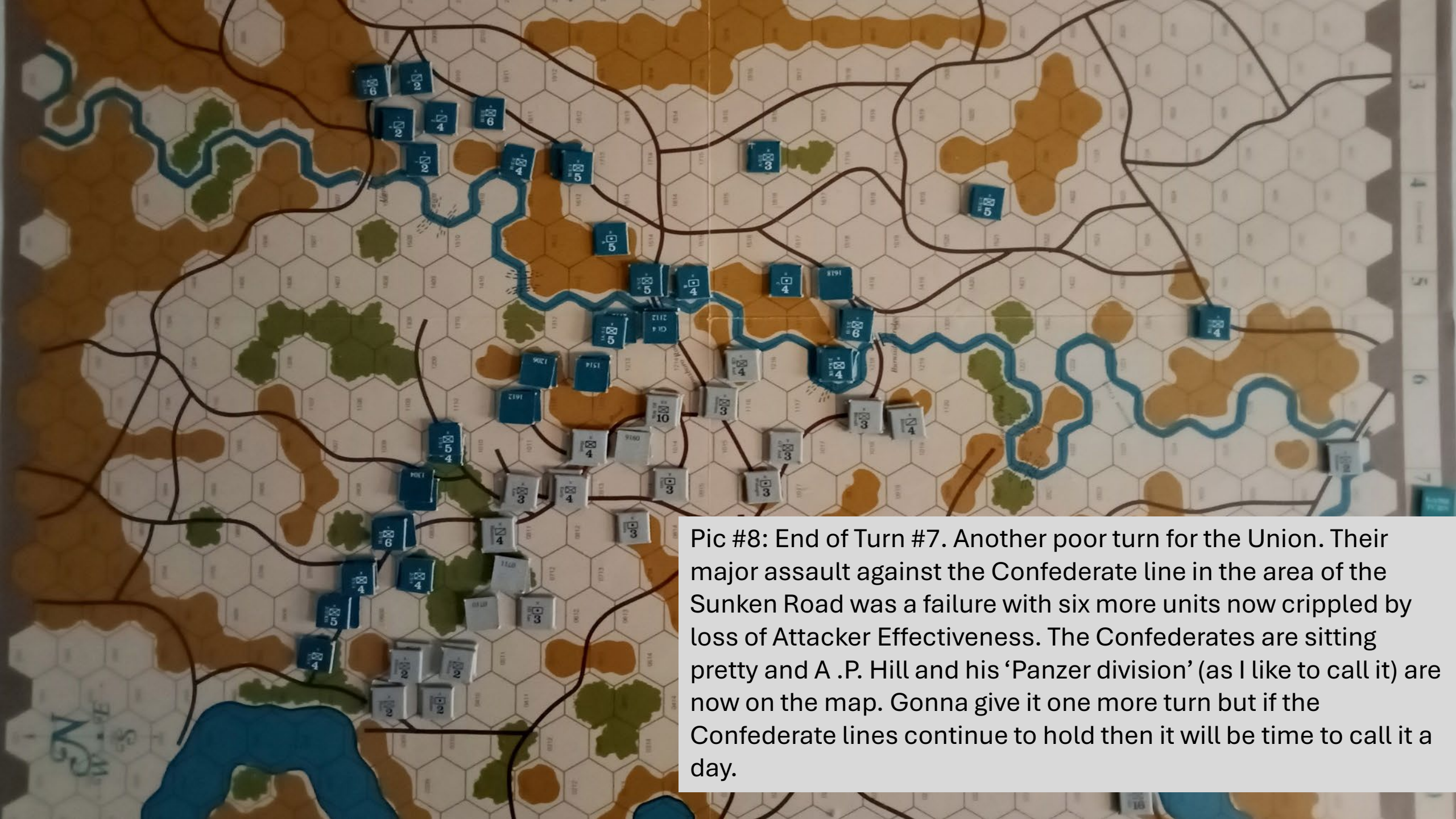
Pic #3: End of Turn #2. Now only 10 units can move for the Union. The Union attacks were largely ineffective. A massive counterattack against the Union right flank causes heavy Union casualties and the counterattack to the east of Sharpsburg also inflicts heavy losses. VP totals to date = 35 Confederate Vps (including Sharpsburg), 10 Union Vps. An excellent turn for the Confederates.



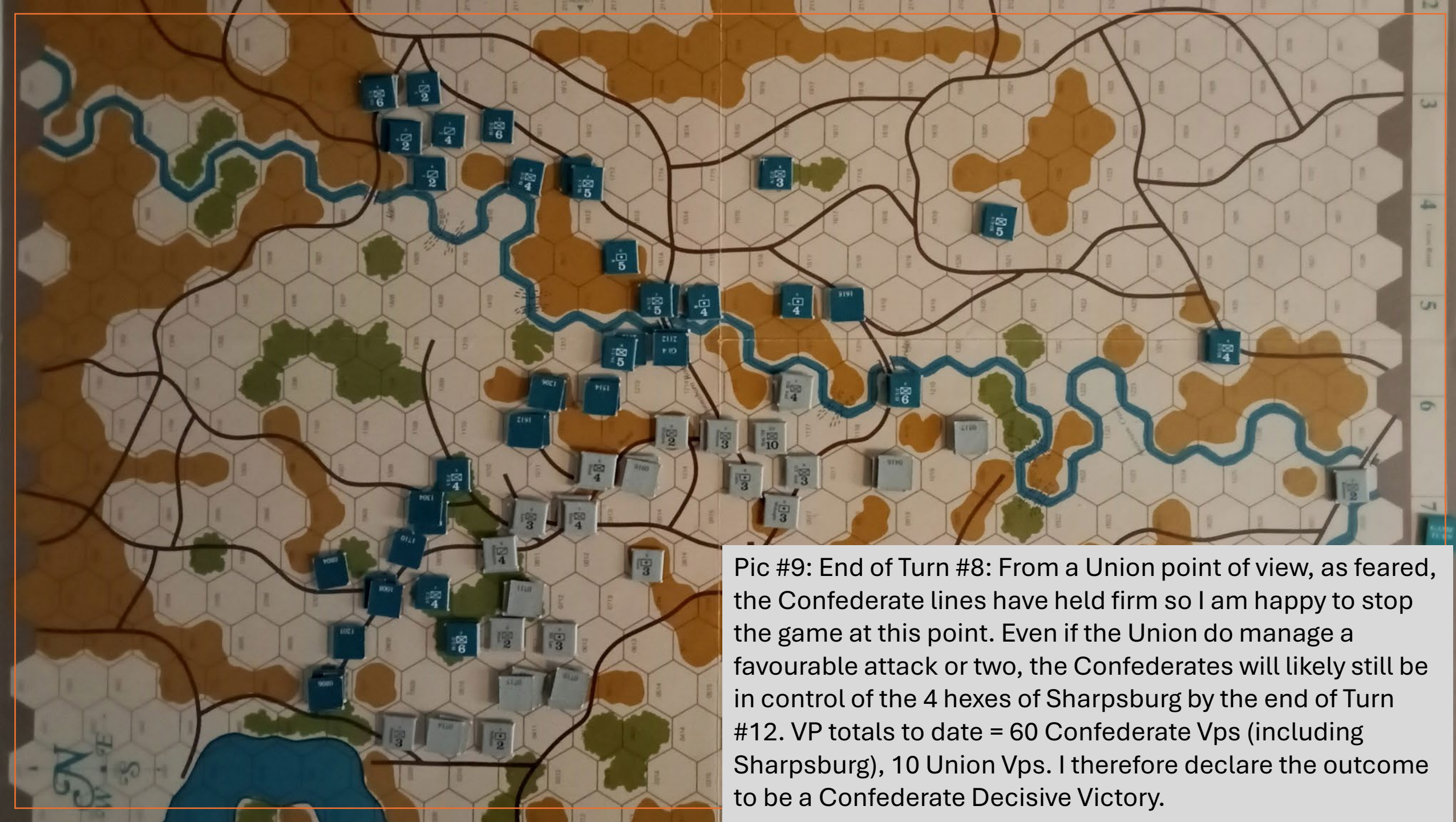
Pic #6: End of Turn #5. One attempted breakthrough by the Union in the center came to naught and it's looking tough for them now. No losses this turn but unless they force a break in the Confederate lines soon then the game's up, as they say.



Pic #7: End of Turn #6. Again, The Union have failed to make any significant progress. Some poor die rolls plus the movement limitation are stifling their chances. I had already given up on the idea of the Union trying to force across the Burnside Bridge as they are running out of available units. That only leaves the center and the area north of Sharpsburg to try an attack. The Confederate lines continue to hold.



Pic #8: End of Turn #7. Another poor turn for the Union. Their major assault against the Confederate line in the area of the Sunken Road was a failure with six more units now crippled by loss of Attacker Effectiveness. The Confederates are sitting pretty and A .P. Hill and his 'Panzer division' (as I like to call it) are now on the map. Gonna give it one more turn but if the Confederate lines continue to hold then it will be time to call it a day.



Pic #9: End of Turn #8: From a Union point of view, as feared, the Confederate lines have held firm so I am happy to stop the game at this point. Even if the Union do manage a favourable attack or two, the Confederates will likely still be in control of the 4 hexes of Sharpsburg by the end of Turn #12. VP totals to date = 60 Confederate Vps (including Sharpsburg), 10 Union Vps. I therefore declare the outcome to be a Confederate Decisive Victory.