

BLUE & GRAY

STANDARD RULES

for the games

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[1.0] INTRODUCTION

The **Blue & Gray** Game System is an operational simulation of warfare during the American Civil War era. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

Two rules folders are provided. The first contains **Standard Rules**, which are common to all the games in the **Blue & Gray** system. The second

folder contains **Exclusive Rules** for the game you have purchased, and Initial Deployment and Reinforcement Rules for this game only.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle. It also displays a variety of Charts and Tables which assist play.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

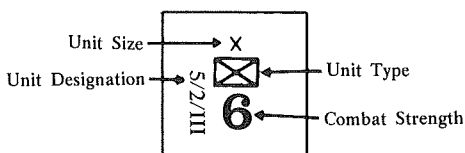
[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS



Unit Designations

Confederate units are identified by their commander's name. Union units are identified by numerals in this sequence: brigade/division/corps (roman

numeral). Example: "2/3/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types

- ☒ Infantry
- ☒ Cavalry

Artillery ☐

Unit Sizes

111 = Regiment
X = Brigade

XX = Division
XXX = Corps

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes which a unit may be moved in a single Movement Point; the Movement Allowance for all units is six Movement Points. More than one Movement Point may be expended for each hex entered.

[2.5] GAME SCALE

Each hexagon on the map represents 400 meters of real terrain from side to side. Each Strength Point represents between 250 and 350 men.

[2.6] PARTS INVENTORY

A complete game should include the following parts:

- One Game Map
- One Set of Die-Cut Counters
- One Standard Rules Folder
- One Exclusive Rules Folder
- One Die

If any of these parts are damaged or missing, write Customer Service Simulations Publications, Inc. 44 East 23rd Street New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to Game Questions Editor at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent Union forces; the gray colored pieces represent Confederate forces. The mapsheet should be unfolded and then backfolded against the creases to make it lie flat. Players should determine who will be the Confederate Player and who will be the Union Player.

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and Designation of each unit which is in play (on the map) during the first Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The 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 activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner 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 and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance. The Movement Allowance of all units is six Movement Points. Thus, a unit can move through six clear terrain hexes in a single Movement Phase.

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Player's Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat,

and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend up to six Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only one Movement Point, regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends two Movement Points if the hex being entered contains forest and/or rough terrain. If the hex being entered contains clear terrain, the unit expends one Movement Point.

[5.24] Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never end their movement in a river ferry hex. They may enter a river ferry hex only if they retain sufficient Movement Points to enter the river ferry hex and the hex on the opposite bank in the same Movement Phase.

[5.25] Units may never cross creek hexsides. They may cross creeks only by moving through bridge or ford hexsides. There is no **additional** cost for moving through a bridge hexside. Movement through a ford hexside costs **one additional** Movement Point. Example: If a unit moves through a ford hexside into a forest hex, the cost is four Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may end any Phase stacked in the same hex with one other Friendly unit. That is, a maximum of two units (regardless of strength or unit type) may be stacked in a single hex.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the

movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.

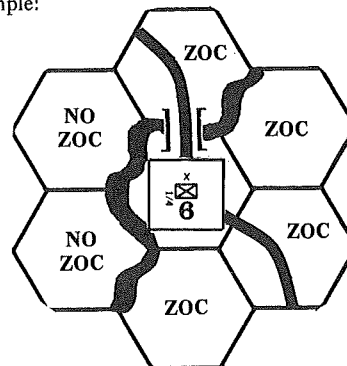
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through non-bridge and non-ford creek hexsides or into River Ferry hexes.

Example:



[7.0] COMBAT

GENERAL RULE:

Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:

The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: if thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a

combat result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.21] All units, **defending** in a given hex must be attacked as a single strength. The defender may not withhold a unit in a hex under attack. The attacker must attack all the units in a stack together; the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not be attacked separately.

[7.22] If more than one **attacking** unit is in a given hex, these units must be used as an integral Combat Strength. They may not be used in separate attacks.

[7.23] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.24] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or are within range of) the Enemy occupied hex.

[7.25] Attacks may involve any number of attacking or defending units on different hexes. For the attacks to be resolved as a single combat, however, **all the attacking units must be adjacent to all the defending units**, with the addition of bombarding artillery units, which need not be adjacent.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: a unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10". See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allotting most of the

attacking force to the major objective). These attacks are known as "Diversionary" or "Holding Attacks".

[7.6] EXPLANATION OF COMBAT RESULTS (See Exclusive Rules Folder)

Ae = **Attacker Eliminated**. All Attacking units are eliminated (remove from the map).

De = **Defender Eliminated**. All Defending units are eliminated.

Ex = **Exchange**. All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength **at least** equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = **Attacker Retreats**. All Attacking units must retreat one hex (see 7.7).

Dr = **Defender Retreats**. All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves. Two units in the same hex may retreat in two different directions.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72) or it may stack with some other Friendly unit (within the Stacking restrictions) so long as the unit it stacks with is not in an Enemy controlled hex. If there is no other alternative, it may displace an adjacent Friendly unit (see 7.8).

[7.74] If a unit is retreated into a Friendly hex which is subsequently attacked by Artillery bombardment, the already retreated unit does not contribute its Combat Strength to the defense (see 7.14), but it does suffer the result of the attack.

[7.75] Whenever a hex is vacated as a result of Combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see 7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in **cutting off** the retreat of Enemy units whose combat has not yet been resolved.

[7.76] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

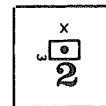
[7.81] If the only one hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions (5.31), then one of the units in the hex must be displaced. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled hexes or other prohibited hexes. One retreating unit displaces only one unit in a stack; two retreating units displace two.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY



GENERAL RULE:

Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two or three hexes distance. Artillery units **must** participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or not). Unlike other units, Artillery units are never destroyed or forced to retreat when **bombarding** a unit, although they are affected by all combat results when they are adjacent to the unit they are attacking.

PROCEDURE:

Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a non-adjacent hex) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent Artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result.

[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to three hexes distant, but they are never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] If two Artillery units in the same hex are bombarding, they must both bombard the same hex.

[8.15] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks.

[8.16] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the Combat Result.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Forest and Rough, Forest and Town hexes are the only blocking terrain hexes (not Rough terrain only).

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units **may** fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS

[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the Combat Results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] An Artillery unit may make a bombardment attack when across a creek hexside from the only adjacent Enemy unit. Any Enemy unit within range could be bombarded, even the adjacent unit across the Stream hexside.

[8.5] DEFENSE

[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all Combat Results in the same manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN EFFECTS CHART

(See Exclusive Rules Folder)

[10.0] NIGHT GAME-TURNS

GENERAL RULE:

The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than day Game-Turns, in which the Combat Phase is omitted.

[10.1] EFFECT ON COMBAT

There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT

Movement restrictions during Night Game-Turns are identical to Day Game-Turn Movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] OPTIONAL RULE: ATTACK EFFECTIVENESS

GENERAL RULE:

Whenever a unit receives an Attacker Retreat (Ar) result due to combat, its unit marker is inverted (turned face-down), and it becomes ineffective. It remains ineffective until a Night Game-Turn or, if no Night Game-Turn ensues, until the end of the game. When units are face-down on the map, such units have lost Attack Effectiveness and may only defend.

PROCEDURE:

The backs of the die-cut counters are, of course, blank. Players may wish to pencil in lightly the strength of their units. This will obviate having to look under an Ineffective unit when it is attacked.

[11.1] HOW EFFECTIVENESS IS LOST

Attack Effectiveness is lost by attacking units only, when they suffer a Combat Result of Attacker Retreat. Units only lose Attack Effectiveness when they attack from an Enemy controlled hex. They lose it regardless of whether they moved into the adjacent position, or the Enemy did.

[11.2] RESULTS OF LOSS

Ineffective units may not attack, nor may they enter an Enemy controlled hex, until they have recovered their Attack Effectiveness. They may continue to move and defend in a normal manner, and retain a Zone of Control.

[11.3] ENEMY ZONES OF CONTROL

[11.31] If, at the beginning of any Friendly Combat Phase, a Friendly Ineffective unit is in an Enemy controlled hex, either all the Enemy units must be retreated in combat so that no Enemy Zone of Control is in the Ineffective unit's hex, or the Friendly Ineffective unit must retreat according to the rules of Retreat After Combat (see 7.7). This does not allow an Optional Advance by an opposing unit.

[11.32] An ineffective unit which does not begin the Combat Phase in an Enemy controlled hex is **not** required to retreat as outlined in 11.31, even if (due to advance of Enemy units after combat) the unit is in an Enemy controlled hex at the end of the Combat Phase.

[11.4] RECOVERY OF ATTACK EFFECTIVENESS

The loss of Attack Effectiveness continues for a given unit until the end of any Night Game-Turn. At the end of any Night Game-Turn, **all** units are immediately flipped face-up and resume, in the following Game-Turn, a full Attack Effectiveness.

[12.0] DESIGNER'S NOTES

In designing the **Blue & Gray** game series, we started with the premise that the Civil War battles were similar in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing **Napoleon at Waterloo** generation of games. We felt that the **Napoleon at Waterloo** game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy's infantry and using cannister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appended in the pursuit of simplicity. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself, toward the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombarding on attack to bombarding in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).

BLUE & GRAY

Antietam EXCLUSIVE RULES

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0804	4	3/1/I
0805	4	4/1/I
1106	4	1/2/I
1206	4	2/2/I
1107	4	3/2/I
1008	5	1/3/I
0907	4	2/3/I
0806	4	3/3/I
1612	6	1/1/II
1612	5	2/1/II
1611	6	3/1/II
1710	6	1/2/II
1710	6	2/2/II
1810	6	3/2/II
1712	5	1/3/II
1712	4	2/3/II
1711	4	3/3/II
1614	7	1/1/V
1613	5	2/1/V
1613	6	3/1/V
1514	4	1/2/V
1515	6	2/2/V
1716	3	3/2/V
1619	7	1/1/IX
1618	5	2/1/IX
1616	5	1/2/IX
1618	5	2/2/IX
1620	5	1/3/IX
1520	4	2/3/IX
1518	4	1/Ka/IX
1417	4	2/Ka/IX
1204	6	1/1/XII
1203	6	3/1/XII
1305	5	1/2/XII
1304	4	2/2/XII
1405	5	3/2/XII
1709	2c	1
1809	4c	2
1808	2c	3
1808	2c	4
1909	2c	5
1513	5a	A
1414	4a	B
1416	4a	C

[13.0] INTRODUCTION

Antietam is a tactical level simulation of the bloodiest one day battle ever to be fought on North American soil. It was the culmination of the Confederate summer offensive of 1862 and marked the end of the first Southern invasion of the North. While tactically it was little better than a draw, it was a decisive strategic and political defeat for the Confederacy and profoundly influenced the eventual outcome of the war. The battle took place around Antietam Creek, a tributary of the Potomac River, in Maryland.

[14.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Charts, an "a" following the unit's strength means the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[14.1] UNION ARMY

Hex	Strength	Type	Designation
0804	4		1/1/I
0706	4		2/1/I

[14.2] CONFEDERATE ARMY

Hex	Strength	Type	Designation
0517	3		Brksdl (Barksdale)

0517	3	Kershaw
0416	3	Semmes
0416	3	Cobb
0715	2	Wilcox
0613	2	Pryor
0714	3	Wright
0714	2	Fthrstn (Featherstone)
0613	3	Armstd (Armistead)
0715	2	Mahone

[Above units may not move on Game-Turn One.]

0917	3	GT And (GT Anderson)
1218	2	Toombs
0818	2	Drayton
0819	2	Kemper
0817	3	Pickett
1016	3	Jenkins
0920	10	JG Wlk (JG Walker)
0811	4	Hood
0811	3	Law
0916	3	Evans
0916	3a	Wshngtn (Washington)
0912	3a	SD Lee
0809	3	Winder
0710	2	JR Jns (JR Jones)
0810	3	Tliafro (Taliaferro)
0711	4	Starke
0910	3	Lawton
0712	4	Early
0710	3	Hays
1010	3	Trimble
1113	2	Garland
1116	4	GB And (GB Anderson)
1010	2	Ripley
1012	3	Colquit
1114	3	Rodes
0921	4c	Rbrtsn (Robertson)
0509	4c	Hampton
0409	4c	FH Lee
0508	2a	Pelham
1013	3a	Jones
1119	3a	Cutts

[14.3] PLAYER SEQUENCE

The Union Player is the first Player. His Player-Turn is first in each Game-Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:

Players may receive Reinforcements according to the Reinforcement chart. These units are placed on the edge of the map in the hex indicated. Reinforcing units arrive during the Player's Movement Phase of the Game-Turn indicated.

[15.1] The Owning Player may enter his reinforcement units onto the map at any time during his Movement Phase.

[15.2] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[15.3] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restriction when entering the map in the same hex, as long as they conform

to stacking restrictions by the end of the Movement Phase.

[15.4] Units forced off the map by combat are considered eliminated for Victory Conditions.

[16.0] REINFORCEMENT CHART

[16.1] UNION ARMY

Appearing on Game-Turn 4
on hex 2112:

Strength

-Type Designation

5	1/1/VI
5	2/1/VI
5	3/1/VI
6	1/2/VI
6	2/2/VI
6	3/2/VI

[16.2] OPTIONAL UNION ARMY REINFORCEMENTS [See 20.5]

Appearing (Game-Turn variable)
on hex 2112:

Strength

-Type Designation

5	1/1/IV
5	2/1/IV
7	3/1/IV
4	1/3/V
4	2/3/V

[16.3] CONFEDERATE ARMY

Appearing on Game-Turn 7
on hex 0126:

Strength

-Type Designation

16	AP Hill
----	---------

[16.4] GAME LENGTH

Antietam is composed of ten Game-Turns.

[17.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by the accumulation of **Victory Points**. Points are awarded to each Player according to the **Victory Point Schedule** for the elimination of Enemy units and the possession of Sharpsburg.

PROCEDURE:

Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. These Victory Points are awarded for a variety of actions as detailed on the Victory Point Schedule (17.1). At the end of the game, the number of points is totalled for each Player, and the Player with the higher number of Points is awarded a victory.

[17.1] VICTORY POINT SCHEDULE

Each Player receives **one** Victory Point for each Enemy Strength Point eliminated. Confederate units which cannot, at the end of the game, trace a line of hexes free of Enemy units or Zones of Control (Friendly units do not negate Enemy Zones of Control for this purpose) to hex 0126 are considered eliminated for Victory Point purposes.

15 Victory Points for control of **all four** hexes of Sharpsburg (hexes 0815, 0816, 0716, 0616) at the end of the game. The Controlling Player is defined as being the last Player to have a unit occupy or

move through the hexes. No Victory Points are awarded for individual hexes of Sharpsburg; **one** Player must control **all four** in order to receive the Victory Points. The Confederate Player controls Sharpsburg at the beginning of the game.

[17.2] VICTORY LEVELS

Stated as a ratio of Union Victory Points to Confederate Victory Points:

UNION DECISIVE VICTORY

2 to 1 or greater

UNION SUBSTANTIVE VICTORY

at least 1.5 to 1, but less than 2 to 1

UNION MARGINAL VICTORY

greater than 1 to 1, but less than 1.5 to 1

CONFEDERATE MARGINAL VICTORY

1 to 1 or less, but greater than 1 to 1.25

CONFEDERATE SUBSTANTIVE VICTORY

1 to 1.25 or less, but greater than 1 to 1.5

[18.0] MOVEMENT RESTRICTIONS

[18.1] UNION PLAYER

The Union Player may not move all his units on Game-Turn One. He may move only 15 units on Game-Turn One. He may move only 10 units on all following Game-Turns. There are no limitations on the number of units which may attack. Union reinforcements arriving on Game-Turn Four do not count against this restriction until Game-Turn Five. All movement restrictions are permanently removed from the Union Player in the Union Player-Turn following the movement of any Confederate unit across a creek hexside. From this point on, the Union Player is free to move all units (which are capable of movement) every Game-Turn.

[18.2] CONFEDERATE PLAYER

The Confederate units which begin the game in hexes 0517, 0416, 0715, 0714, and 0613 may not move during Game-Turn One.

[19.0] UNION RIFLED ARTILLERY

Union artillery units are immobile. Once placed, they may not be moved during the course of the game. If forced to retreat due to combat, they are eliminated instead. They are not effected by Retreat Combat Results when attacked solely by Enemy artillery units.

Union artillery units function in exactly the same manner as other artillery units, except that they have a range of **seven** (7) hexes.

[20.0] OPTIONAL RULE MODIFICATIONS

GENERAL RULE:

Below are listed six "what if" rule variations, which may be used separately or in any combination agreed upon by the Players. Each is a modification of game procedures to reflect the situation as it might have been.

[20.1] **Greater Union Initiative:** Assume that McClellan and the Union Corps commanders had been more aggressive throughout the battle. Increase the Union Movement Restriction to 15 on Game-Turns following Game-Turn One (see 18.1).

[20.2] **Total Union Initiative:** Assume that the Army of the Potomac had correctly interpreted the situa-

tion and sought the total destruction of Lee's army. Eliminate the Union Movement Restriction; all units may move freely (consistent with Zones of Control, 6.0).

[20.3] **Early Confederate Reinforcement:** assumes that the troops from Harper's Ferry had been able to arrive sooner. A. P. Hill's division enters the game on Game-Turn One. Eliminate the Confederate Movement Restriction (18.2).

[20.4] **Early Union Reinforcement:** assumes that Union troops had been able to arrive earlier. VI Corps now enters on Game-Turn One; additional units on Game-Turn Two.

[20.5] **Optional Reinforcement:** At the beginning of each Union Player-Turn, the Union Player rolls the die to permit the additional group of reinforcements to enter the game. A die roll of "one" and the reinforcements may enter.

[20.6] **No Confederate Disorganization:** assumes that the Army of Northern Virginia had not been reduced due to straggling. Shift all Confederate attacks of 1 to 1 or greater one column to the right on the Combat Results Table; i.e., a 3 to 1 becomes a 4 to 1. Shift all Union attacks one column to the left on the Combat Results Table; i.e., a 3 to 1 becomes a 2 to 1.

[21.0] RECOVERY OF ATTACK EFFECTIVENESS

(Use in place of 11.4 when employing the optional Attack Effectiveness rules.)

At the beginning of each Friendly Combat Phase, the Player rolls the die for each of his ineffective units. If a "one" is rolled, the unit is considered to have "rallied" and regained its Attack Effectiveness. The unit should **immediately** be flipped over to a face-up posture and is again subject to all rules governing effective units. There is no limit to the number of times that a unit can be rendered ineffective and subsequently recover its effectiveness. Units may always attempt to recover effectiveness; the presence of Enemy units or Zones of Control have no effect.

[22.0] GRAND TACTICAL NOTES

[22.1] UNION PLAYER:

Your strategy must be offensive. The Union Player begins the game with the initiative and must maintain it in order to win. While you have a great advantage in strength, you must contend with the Union Movement Restriction and time limitations. Generally, it is best to open your attack on the Confederate left flank. There your units are already across the Antietam in force and you will be able to make the greatest use of your superiority in numbers and strength. An early move across the bridges should be a secondary effort because the South can generally contain these drives with relatively few troops. Elaborate outflanking moves, either across the lower fords or the fourth bridge (hex 1128) are also unattractive for this reason.

Instead, use a direct approach. Bring forward as many men as possible and keep hammering away at the Confederate line. Constant pressure should be maintained, particularly in the rough terrain area to the northeast of Sharpsburg. The town is the key; if you end the game with control of any or all of the Sharpsburg hexes, you stand an excellent chance of winning. Cutting the South off from Boteler's Ford (hex 0126) assures complete victory. However, it is almost impossible to accomplish

because to reach the hex you have to go **through** the entire Confederate Army. Still, it is a victory condition which should be kept in mind should the chance arise.

Tactically, the Union Player should be willing to accept exchanges and should increase odds in order to achieve them. Of course, care should be taken to have the proper "change" available. Pin as many Enemy units as possible, especially artillery. Without free artillery units the Confederate Player will be unable to make safe diversionary attacks. As units become engaged, i.e., begin the Game-Turn in an Enemy Zone of Control, move up as many units to the front as possible. The Parrott guns, your only artillery, should be used for diversionary attacks, increasing odds on existing attacks, and even attacking alone at odds of 3 to 1 or better. Essentially, in a straightforward, knock-down fight (which is what the battle historically was) the Union should come out on top.

One final note. No matter how well things are going, beware the pitter-patter of little feet in the distance. The feet belong to A. P. Hill, and he should be treated with respect, if not outright reverence. He is the strongest unit in the game and should be pinned by Zones of Control if at all possible. The last thing you want is to leave him free to pick and choose his attacks. Give him half a chance to turn the game around and he will.

[22.2] CONFEDERATE PLAYER:

You are forced to stand on the defensive for most of the game. Although the South is heavily outnumbered, it does have the advantages of freedom of movement and interior lines. These elements go hand in hand. The Southern Player must roll with the punches whenever possible. Avoid a direct strength on strength confrontation; a stagnant slugging match will emphasize the Union's strengths and minimize yours. Instead, shift forces rapidly between threatened areas, leaving a minimum of force to protect inactive areas. Delay. The Union Player begins the game at a 15 Point disadvantage due to Sharpsburg. He must attack to make it up. Let him come to you on your terms. Time is on your side. To a limited extent, you can trade space for time, a doubly effective tactic because it forces the Union to expend his limited number of moveable units. This is especially true since only Sharpsburg and Boteler's Ford have any bearing on Victory Conditions. All other terrain is essentially worthless and can be abandoned in a pinch. Guard the fords and bridges well, for if the North can get across them early and in force, you will be in trouble.

Counterattack when forced to and when opportunity presents itself. Attack when you can achieve odds of 3 to 1, or surround units, or simply make the Union fight over and over again for the same hex. Generally, keep as many units as possible out of Enemy Zones of Control. This is important in the case of the larger units, who must often play the role of fire brigades, moving back and forth to plug up weak points. At all costs preserve your artillery units and keep them free to make diversionary attacks. They should be thrown into the front lines only as a last resort. Once locked in an Enemy Zone of Control, they lose the ability to bombard from a safe distance and are likely to be eliminated.

When attacking, make sure you are prepared to take an exchange. There is an immense difference between losing Strength Points on a one-per-one basis, and say, losing two 3-6's for a Union 4-6. It is a luxury you can't afford. And, needless to say, hold onto Sharpsburg. If you lose possession of the town it will be extremely difficult to win. A. P. Hill, when he finally arrives, is particularly useful in

assuring that Sharpsburg remains in Southern hands. In attacking with Hill, remember the possibility of an exchange. Losing a 16-6 for a 4-6 is inexcusable. As for crossing Antietam Creek, one word - DON'T. Releasing the Union hordes is the first step on the road to oblivion. And the road is an extremely short and painful one.

[22.3] TACTICAL NOTES:

The Combat Results Table for **Antietam** is, essentially, of a "surround" nature; that is, it is relatively bloodless and uncertain even at the higher odds columns. Consequently, most units in the game will be eliminated by being unable to retreat rather than as a direct result of combat. For this reason, the Players must sequence their attacks and advances after combat for the express purpose of trapping Enemy units and forcing them to retreat when they have nowhere to go. Combat odds should always be voluntarily reduced to 3 to 1 when attacking units which are surrounded, since this ensures their destruction and minimizes the chances of an exchange.

One other effect of this system of advance and retreat is that it encourages the use of "island" rather than "line" tactics. In other words, it is usually better to alternate Friendly occupied hexes with vacant ones than to have a completely solid line of units. That way a front can be held by a minimum number of units without any danger of being surrounded when adjacent Friendly units retreat. Of course, this is not always possible or even desirable, since it does allow the enemy to achieve greater concentration in his attacks.

Because of the limitations of advance after combat, it is often best to advance a weaker, more expendable unit into an exposed position rather than a larger and more valuable one. This will still pin the Enemy units and force them to counter-attack, without risking a serious loss. Again, there will be some instances when the strongest unit should be advanced.

Artillery should be used for low odds diversionary attacks which will allow the concentration of strength against other specific Enemy units. By the way, you may want to reduce such attacks to the lowest possible combat odds in order to prevent your "winning" the attack and forcing the Enemy unit to retreat out of a Friendly Zone of Control. Terrain should also be taken advantage of; particularly the doubling effect of rough terrain. (However, **Antietam** is a fairly "wide open" game as far as terrain is concerned because the battle occurred in a relatively civilized and cultivated farming district in Maryland. This was not true of many of the other Civil War battles.)

The use of the optional Attack Effectiveness rules generally favors the Southern Player because he is on the defensive and not under pressure to attack. Effectiveness forces both Players to choose their attacks more carefully, because the results of an Ar can be disastrous. However, since the Union has a surplus of units, it can almost always be certain to have enough effective ones lying around to be able to keep an attack going. Like most optional rules, Attack Effectiveness increases realism and complexity while decreasing playability. Players are encouraged to try it at least a few times, if only in order to find out which system they prefer.

[23.0] DESIGNER'S NOTES

Antietam was a fairly uncomplicated game to design in as much as most of the game system and rules already existed - partly from earlier games, such as **Borodino** and **Austerlitz**, and partly from **Antietam**'s companion games of **Chickamauga**,

Gettysburg and **Shiloh**. Having one basic set of rules made much of the work simpler. The game did, however, have some problems and elements peculiar to itself.

For one thing, Antietam has largely been ignored by Civil War historians. Relatively few in-depth studies of the battle have been made. Most general histories seem content to write the battle off as an indecisive bloodbath and look no further. This attitude largely stems from the uninspiring nature of the campaign. In a war known for unique, illogical, and unpredictable battles, Antietam stands out as a triumph of mismanagement. For instance, Lee allowed a copy of his marching orders to fall into Union hands and permitted himself to be trapped against the Potomac by an army twice his size in what was only a fair defensive position. In case of a major defeat, there would have been no place to go; the Army of Northern Virginia would have ceased to exist. Lee knew this, but took a calculated risk, apparently pinning his hopes of victory on McClellan.

For his part, McClellan did all he could to throw away whatever advantages he had. Once he had succeeded in trapping Lee, McClellan did nothing and allowed reinforcements for both sides to come up. On the next day (September 17), he launched a series of ill-coordinated piecemeal attacks, keeping large parts of his army in reserve. On the 18th both sides did nothing, even though the number of previously uncommitted Union troops exceeded the number of men in Lee's entire army. That evening, the Confederates escaped across the Potomac into Virginia. Characteristically, McClellan did not pursue.

Naturally, for **Antietam** to be a game at all, these conditions had to be recreated. The Special Rules are an attempt to do this. The Union Movement Restriction reflects the uncoordinated nature of the Union attacks and their reluctance to commit the entire army to the struggle. Other rules represent various factors such as the presence of Parrott 20 lb. guns (the Union rifled artillery units).

The orders of battle and the Union Combat Strengths were not difficult to arrive at. However, the Confederates presented a problem. On September 17, 1862, the Army of Northern Virginia had a paper strength of about 55,000. But straggling, desertion, and disease had greatly reduced that number. While exact figures are impossible to arrive at, it is probable that no more than about 37,000 Confederates took part in the battle.

Other features in the game reflect the realities of the period. All units have the same Movement Allowance because there was no great tactical difference in speed between the various combat arms. Incidentally, the artillery units included in the game represent only corps and reserve artillery; with the exception of Stuart's horse artillery, divisional artillery was built directly into the brigade strengths.

Victory Conditions presented the final problem. In an objective sense, the South could not win Antietam. At best, Lee would come out on the plus side of an attrition battle. This, in itself, would accomplish little due to the North's overall manpower advantage. But a Confederate victory, or even a draw, would have important strategic and political effects. Although Lee would probably still have had to retreat out of Maryland, a Southern victory would prevent Lincoln from issuing the Emancipation Proclamation and would encourage foreign powers to recognize the Confederacy. Ultimately, this, and not the bloodshed, was what Antietam was all about. The Victory Conditions, as well as the game itself, are structured for this purpose.

[7.6] COMBAT RESULTS TABLE

Die Roll	Probability Ratios (Odds) Attacker's Strength to Defender's Strength										Die Roll
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Ex	Ex	Dr	5
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All Attacking units are eliminated (remove from the map).

De = Defender Eliminated. All Defending units are eliminated.

Ex = Exchange. All **Defending** units are eliminated. The Attacking Player must eliminate **Attacking** units whose total, printed (face value) Combat Strength at least equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).

Dr = Defender Retreats. All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map.)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	3 MP	No effect (see 8.3)
Rough Hex	3 MP	Defender doubled in hex
Road Hex	1 MP; negates effect of other terrain in hex if entered through road hexside	Depends on other terrain
Creek Hexside	May only cross at bridges (or 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
Forest & Rough Hex (Cemetery Hill, Chickamauga, Shiloh only)	6 MP	Defender doubled in hex (see 8.3)
River Hex (Shiloh, Antietam only)	May not enter	Not allowed
River Ferry Hex (Shiloh, Antietam only)	3 MP (see 5.24)	Not allowed
Town Hex (Cemetery Hill, Antietam only)	1 MP	Defender doubled in hex
Ford Hexside (Cemetery Hill, Antietam only)	1 MP additional to cross	Defender doubled if all attacking units attack across ford (or bridge) hexsides
Trail Hex (Chickamauga only)	2 MP; negates effect of other terrain in hex if entered through trail hexside. Ignore Trails in Clear Terrain.	Depends on other terrain

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ANTIETAM

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$\frac{3/2}{V}$ $\frac{x}{\square}$ 3	$\frac{1/1}{I}$ $\frac{x}{\square}$ 4	$\frac{2/1}{I}$ $\frac{x}{\square}$ 4	$\frac{3/1}{I}$ $\frac{x}{\square}$ 4	$\frac{4/1}{I}$ $\frac{x}{\square}$ 4	$\frac{1/2}{I}$ $\frac{x}{\square}$ 4	$\frac{2/2}{I}$ $\frac{x}{\square}$ 4	$\frac{3/2}{I}$ $\frac{x}{\square}$ 4	$\frac{2/3}{I}$ $\frac{x}{\square}$ 4	$\frac{3/3}{I}$ $\frac{x}{\square}$ 4
$\frac{2/3}{II}$ $\frac{x}{\square}$ 4	$\frac{3/3}{II}$ $\frac{x}{\square}$ 4	$\frac{1/2}{V}$ $\frac{x}{\square}$ 4	$\frac{2/3}{IX}$ $\frac{x}{\square}$ 4	$\frac{1/Ka}{IX}$ $\frac{x}{\square}$ 4	$\frac{2/Ka}{IX}$ $\frac{x}{\square}$ 4	$\frac{2/2}{XII}$ $\frac{x}{\square}$ 4	$\frac{1/3}{V}$ $\frac{x}{\square}$ 4	$\frac{2/3}{V}$ $\frac{x}{\square}$ 4	$\frac{2/1}{V}$ $\frac{x}{\square}$ 5

UNION

$\frac{1/3}{I}$ $\frac{x}{\square}$ 5	$\frac{2/1}{II}$ $\frac{x}{\square}$ 5	$\frac{1/3}{II}$ $\frac{x}{\square}$ 5	$\frac{2/1}{V}$ $\frac{x}{\square}$ 5	$\frac{2/1}{IX}$ $\frac{x}{\square}$ 5	$\frac{1/2}{IX}$ $\frac{x}{\square}$ 5	$\frac{2/2}{IX}$ $\frac{x}{\square}$ 5	$\frac{1/3}{IX}$ $\frac{x}{\square}$ 5	$\frac{1/2}{XII}$ $\frac{x}{\square}$ 5	$\frac{3/2}{XII}$ $\frac{x}{\square}$ 5
$\frac{1/1}{VI}$ $\frac{x}{\square}$ 5	$\frac{2/1}{VI}$ $\frac{x}{\square}$ 5	$\frac{3/1}{VI}$ $\frac{x}{\square}$ 5	$\frac{1/1}{IV}$ $\frac{x}{\square}$ 5	$\frac{1/1}{II}$ $\frac{x}{\square}$ 6	$\frac{3/1}{II}$ $\frac{x}{\square}$ 6	$\frac{1/2}{II}$ $\frac{x}{\square}$ 6	$\frac{2/2}{II}$ $\frac{x}{\square}$ 6	$\frac{3/2}{II}$ $\frac{x}{\square}$ 6	$\frac{3/1}{V}$ $\frac{x}{\square}$ 6

$\frac{2/2}{V}$ $\frac{x}{\square}$ 6	$\frac{1/1}{XII}$ $\frac{x}{\square}$ 6	$\frac{3/1}{XII}$ $\frac{x}{\square}$ 6	$\frac{1/2}{VI}$ $\frac{x}{\square}$ 6	$\frac{2/2}{VI}$ $\frac{x}{\square}$ 6	$\frac{3/2}{VI}$ $\frac{x}{\square}$ 6	$\frac{1/1}{V}$ $\frac{x}{\square}$ 7	$\frac{1/1}{IX}$ $\frac{x}{\square}$ 7	$\frac{3/1}{IV}$ $\frac{x}{\square}$ 7	$\frac{x}{\square}$ JR Jus 2
$\frac{x}{\square}$ - 2	$\frac{x}{\square}$ 3 2	$\frac{x}{\square}$ 4 2	$\frac{x}{\square}$ 5 2	$\frac{x}{\square}$ 2 4	$\frac{x}{\square}$ B 4	$\frac{x}{\square}$ C 4	$\frac{x}{\square}$ A 5	Game Turn	$\frac{x}{\square}$ Fhtn 2

$\frac{x}{\square}$ Wilcox 2	$\frac{x}{\square}$ Egort 2	$\frac{x}{\square}$ Mahone 2	$\frac{x}{\square}$ Toombs 2	$\frac{x}{\square}$ Drayton 2	$\frac{x}{\square}$ Kemper 2	$\frac{x}{\square}$ Gartland 2	$\frac{x}{\square}$ Ripley 2	$\frac{x}{\square}$ Bretell 3	$\frac{x}{\square}$ Kershaw 3
$\frac{x}{\square}$ Searles 2	$\frac{x}{\square}$ Cobb 3	$\frac{x}{\square}$ Arnold 3	$\frac{x}{\square}$ Wright 3	$\frac{x}{\square}$ GT And 3	$\frac{x}{\square}$ Pickett 3	$\frac{x}{\square}$ Jenkins 3	$\frac{x}{\square}$ Law 3	$\frac{x}{\square}$ Evans 3	$\frac{x}{\square}$ Winder 3

CONFEDERATE

$\frac{x}{\square}$ Trotter 3	$\frac{x}{\square}$ Hays 3	$\frac{x}{\square}$ Trimble 3	$\frac{x}{\square}$ Colquitt 3	$\frac{x}{\square}$ Rodes 3	$\frac{x}{\square}$ Lawton 3	$\frac{x}{\square}$ Hood 4	$\frac{x}{\square}$ Stark 4	$\frac{x}{\square}$ Early 4	$\frac{x}{\square}$ GB And 4
$\frac{x}{\square}$ Jo Wilk 10	$\frac{x}{\square}$ A.P. Hill 16	$\frac{x}{\square}$ Ransom 4	$\frac{x}{\square}$ Hampton 4	$\frac{x}{\square}$ Ft Lee 4	$\frac{x}{\square}$ Pelham 2	$\frac{x}{\square}$ Winglen 3	$\frac{x}{\square}$ SD Lee 3	$\frac{x}{\square}$ Cuts 3	$\frac{x}{\square}$ Jones 3

[7.6] COMBAT RESULTS TABLE

Die Roll

1-5

1-4

1-3

1-2

1-1

2-1

3-1

4-1

5-1

6-1

Die Roll

1	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	De	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Ex	Ex	Dr	5
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

TERRAIN KEY

Forest

Road

River Ferry

Creek

Bridge

Clear

Rough

Town

River

Ford

BLUE & GRAY

Antietam

The Bloodiest Day, 17 September, 1862

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[7.6] COMBAT RESULTS TABLE

Die Roll

1-5

1-4

1-3

1-2

1-1

2-1

3-1

4-1

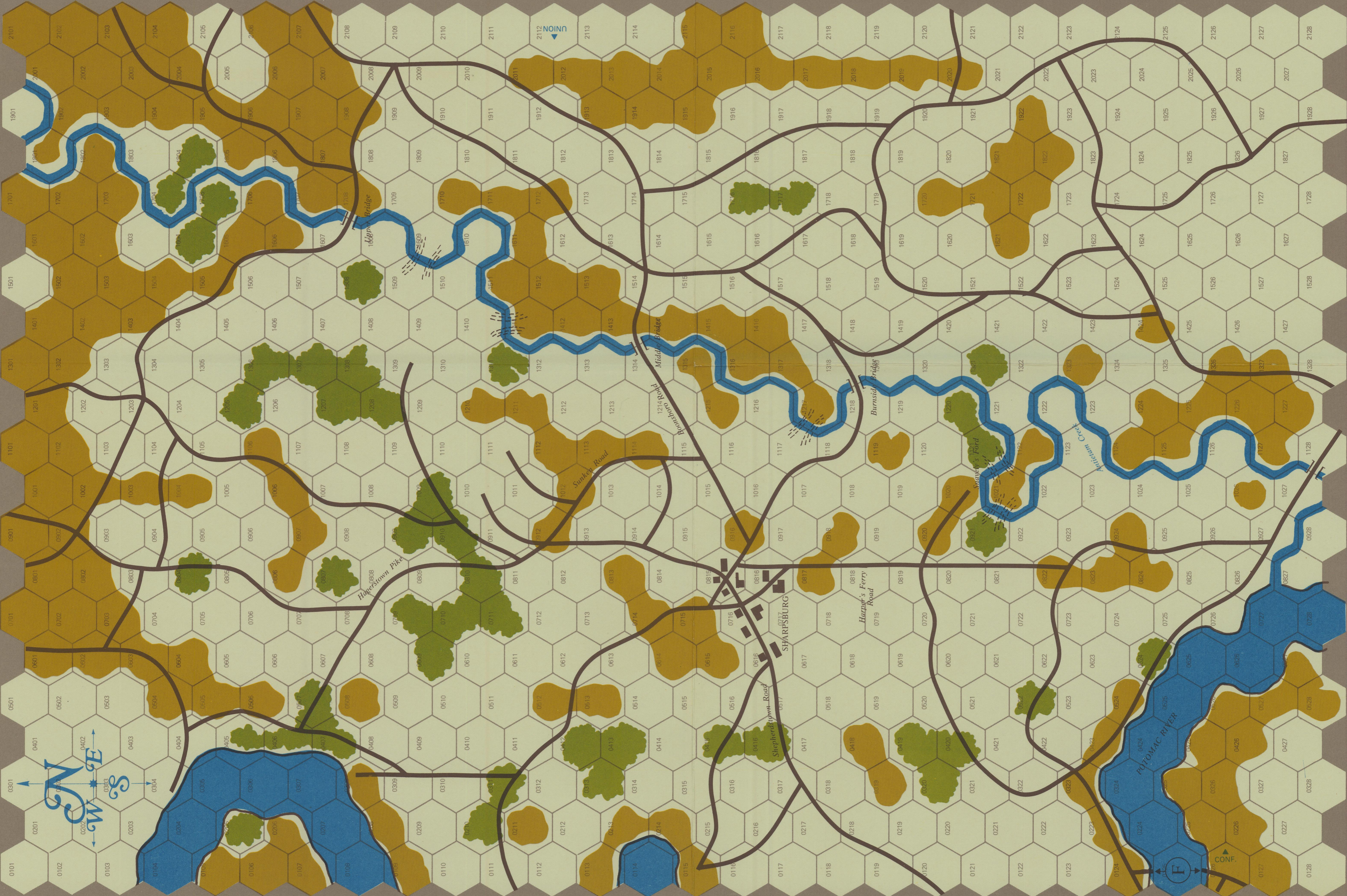
5-1

6-1

Die Roll

1	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Dr	Ex	Ex	Ex	Dr	5
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.



TURN RECORD

1

2

3

4 Union Reinf.

5

6

7 Conf. Reinf.

8

9

10