SHARPSBURG
LANDSCAPE TURNED RED
ANTIETAM CREEK, SEPTEMBER 17TH, 1862

RULES OF PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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425 Steeplechase Lane
Pottstown, PA 19464 · USA
Attn: *Landscape Turned Red*

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: *gamesupport@atomagazine.com*, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Landscape Turned Red* discussion folders at *consimworld.com*.

1.0 INTRODUCTION

Sharpsburg: Landscape Turned Red is a two-player game, simulating the great battle of Antietam, as it was known in the North, or Sharpsburg in the South. Fought on September 17, 1862, it was statistically the bloodiest single day battle of the entire American Civil War, showed the difficulties all ACW generals faced on the offensive, and was much more evenly balanced than anticipated. For all intents and purposes, Antietam was a decisive strategic win for the North, destroying the South's hope of achieving foreign recognition.

1.1 Game Scale

Each of the map areas represent a significant section of battlefield terrain approximately four to five miles north to south and two and a half to three miles east west.

Each turn represents one hour. Infantry units represent divisions except for those labeled brigades.

Cavalry units are brigades and Army Reserve artillery are battalions. Divisional artillery is already factored into the individual divisions. Leaders represent individual commanders and their staffs.

1.2 Player Sides

One player takes command of the Union Army under George B. McClellan and the other player controls the Confederate Army under Robert E. Lee.

1.3 Die Rolls

Die rolls use a six-sided die (D6). A single six-sided die roll is abbreviated as 1D6, generating a result from one to six. This die roll result will often be modified by various die roll modifiers (DRMs).

Players must supply at least one D6 to play the game, but additional D6s will be helpful.

1.4 Fog of War

Both players are always allowed to examine units and markers in any stack of counters.

1.5 Rules Convention

These rules govern game actions. If an action is not specified within the rules, that action cannot be performed. That said, players are free to experiment with their own optional "house" rules.

2.0 GAME COMPONENTS

Landscape Turned Red includes the following components:

- One 22″ x 34″ Map Sheet
- One sheet of ⅝″ unit counters
- This set of rules and charts, with play mechanics summary on the back page

2.1 Game Map

The map was adapted from an 1899 antique map drawn by Charles H. Grand and is divided into Areas by boundary lines that regulate the placement and movement of units. Areas are "adjacent" to each other when they share a common border, shown by a red line or Antietam Creek. A unit is considered to be in one Area at any time.

Each Area contains a color-coded circle with two numbers. The top number identifies the Area and is used in the setup and to indicate where reinforcements enter the board. The bottom number (a 1, 2 or 3) is a terrain defense factor used in combat calculations.

The butternut circles represent Areas beginning the game under CSA control, while blue circles represent Areas beginning the game under USA control. The three gold stars represent immediate victory conditions for the USA player.

The physical landscape around the town of Sharpsburg consisted of farmers' fields and was not a major impediment to the movement of troops in 1862. **Movement across the battlefield is influenced by the proximity of enemy units. The main feature was Antietam Creek, which bisected the battlefield. It is the one terrain feature that restricts movement and can only be crossed at bridges and fords.**

A Turn/Impulse Track, Victory Point Track, and Compass Direction are printed on the map to aid players. On the Turn/Impulse Track, the small USA or CSA Flag indicates a turn where reinforcements enter the map in the main battle scenario.

2.2 Abbreviations

1D6: Roll one six-sided die.
AV: Attack Value
CRT: Combat Results Table
CSA: Confederate States of America (Rebel)
DR: Die Roll
DV: Defense Value
DRM: An addition to or subtraction from a DR
FAV: Final Attack Value
FDV: Final Defense Value
LOC: Line of Communication
MP: Movement Points
USA: United States (Union)
VP: Victory Points

2.3 Counters

The game uses counters to represent combat units and various markers. The colors indicate which side controls the counters:

CSA: Butternut USA: Blue

2.3.1 Union Commands Most units are part of a parent corps as noted on the counter by the color of the number text matching their Corps Leader. Each division is assigned to a Corps Leader. The USA Corps designation is indicated by the color of the number text, which will match the color of the Corps Leader. Union Cavalry can only be activated by Army commander McClellan.

Example: The infantry divisions of Richardson, Sedgwick and French all belong to Sumner's II Corps. This is indicated with the numbers in green which match Sumner's color.

2.3.2 Confederate Commands Confederate infantry belong to either Jackson's or Longstreet's Corps and cavalry belong to Stuart's Cavalry Corps. The color text on the units correspond to the color text of their assigned leader.

2.3.3 Independent Commands The Evans brigade and all Artillery units of both sides are Independent. They are automatically activated and are not restricted by Command Range. They move freely in their Action Phase. Independent units' color text is black.

2.4 Unit Types

Specific unit types are indicated as follows:

- Infantry: Crossed bayonets behind an infantryman figure
- Cavalry: Single cavalry saber behind a horseman figure
- Artillery: Cannon silhouette behind an artilleryman figure
- Leader: Photographic portrait of the general

The single Horse Artillery unit of Pelham is treated as a CSA Cavalry unit in all ways; additionally, it can support and bombard like an artillery unit.

2.5 Unit Identification

Full-Strength (Front) Reduced (Back) *

The first number is the Attack Value. The Middle number is the Defense Value. The last number is the Movement Points. (***Reduced Side** - Units on their reduced side have dash (-) for the Attack value which means they can only be used as a support unit, not their combat value.)

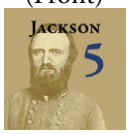
Army Commander Leaders - McClellan & Lee
The Army Leader Activation Rating indicates the number of Activation Markers that may be placed on subordinate Corps Leaders, Out of Command Infantry Division (CSA), or cavalry stacks (USA) to activate or attempt to activate those Corps or units (6.0).

Activation Rating (Front)

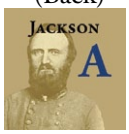
After assigning Activation Markers, flip the Army Commander counter to its back side.

The **Corps Leaders** Activation Rating is used to activate Corps selected by their Army Leader (6.0). The Corps Leader should be flipped to the back side to indicate a successful activation.

Activation Rating (Front)



Corps Activated (Back)



2.6 Game Markers

Activation markers, Placed by Army Leaders up to their Activation Rating (USA 3 counters, CSA 5 counters) on Corps Leaders and other units to indicate which units will activate or attempt to activate. The back side indicates a failed activation attempt.

Control Markers with Front a USA Flag one side and a CSA flag on the reverse are used when an Area changes control.

Game Turn Marker is used on the Turn record track to indicate the passage of one hour. (Front: Turn 1st Action Phase; Reverse: Turn 2nd Action Phase.)

Victory Point Markers in x1 and x10 are used on the Victory Track to record Victory Points

AV & DV Markers are used on the Number Player Aid to help visualize the difference in die roll for the Attacker and Defender.

3.0 GAME CONCEPTS

3.1 Stacking

Stacking reflects the placement of more than one friendly unit into a single area. Units may overstack during movement (7.0) and retreat (9.0), but may never overstack at the end of the Movement Phase and again at the end of the Combat Phase.

Leaders do not count against stacking limitations.

3.1.1 USA and CSA Maximum Stacking Limitations

Each side may stack up to 4 units of any type.

3.1.2 CSA Brigades One CSA 0-1-5 infantry Brigade may be stacked in an Area **in addition to** Maximum Stacking Limitations.

Hence, an Area, except Area 25 Sharpsburg, may contain up to nine units—four USA and five CSA—plus Leaders. Sharpsburg is limited to one unit per side plus any Leader.

3.1.3 Sharpsburg Stacking Sharpsburg (Area 25) is limited to one combat unit plus a Leader per side. Hence, only one unit defends in Sharpsburg and only one enemy unit may enter Sharpsburg to attack.

3.2 Area Control

Areas exist in one of two states of control: friendly or enemy, and two states of occupation: vacant or occupied. These states are critical for movement (7.0) and retreat (9.0). At the start of the game, the color of circular Area Identifier indicates initial USA (blue) or CSA (light brown) control Areas controlled by one player are considered friendly to them and enemy to their opponent.

During the game**, control of an area changes when the opposing player is the sole occupant of the area at the conclusion of every End of Turn Phase.** Control markers are used to identify areas that have changed from the initial control state and are removed if they change back.

Vacant Area: An area containing no units from either side. A Vacant Area remain in its initial control or that of the player that last occupied it, until the opposing player is the sole occupant at the conclusion of every End of Turn Phase.

3.3 Parent Corps

Most units are part of a parent corps as noted on the counter (Section 2.3). These units are activated only when the corps Leader makes the DR to activate.

USA cavalry units are independent and not part of a specific corps. They activate automatically (no DR necessary) when assigned one of McClellan's Activation markers.

CSA cavalry belong to the Stuart's Cavalry Corps.

USA and CSA Artillery units are independent and not part of a specific corps. They activate automatically (no DR necessary).

3.4 Army Leader Activation Rating

Ratings for McClellan (3 markers) and R. E. Lee (5 markers) indicate the number of Activation Points available to attempt to activate subordinate corps Leaders in a turn. In addition, R. E. Lee (but not McClellan) has a special ability (Section 14.1) to flip a CSA unit from Reduced to Full-Strength using one Activation Point.

3.5 Corps Leader Activation Rating

The corps Leader Activation Rating is the 1D6 DR (equal to or less than) that is needed to activate a corps Leader and his combat units. If the DR is higher than the corps Leader Activation Rating, the Leader and his corps does **not** activate. Failed activation DRs are never re-rolled even if Army Leader Activation Points are still available.

3.6 Corps Leader Command Range

A unit is in Command Range if it is in the same Area as its Corps Leader or within **two** Areas of him. The presence of enemy units does not block this range. Units within Command Range of an Activated Corps Leader may move full and attack enemy units. Units outside Command Range of an Activated Corps Leader may move only 3 MPs (infantry) or 4 MPs (cavalry) and can never attack enemy units.

If a leader fails to activate, his units, including those outside command range, may expend up to a maximum of 3 MPs (infantry), 4 MP (cavalry) and can never enter combat.

3.7 Movement Proximity

Unlike many other battlefield combat games, movement across the battlefield is influenced not so much by terrain but by the proximity of enemy units. Antietam Creek is the one terrain feature that restricts movement and can be crossed only at bridges bridges and fords.

4.0 SEQUENCE OF PLAY

Game play is divided into game turns, with each game turn further subdivided into a sequence of phases. Players perform the Phases in order and must complete a Phase before beginning the next Phase. When all Phases are completed, the turn is completed. At the end of the final game turn, consult the victory conditions to determine the winner.

4.1 Turn Definition

A turn consists of:

- Initiative Phase (Section 4.2, skip on Turn 1)
- Reinforcement and Reorganization Phase (Module 5.0, skip on Turn 1)
- First Action Phase (Section 4.4)
- Second Action Phase (Section 4.5)
- End of Turn Phase (Section 4.6)

4.2 Initiative Phase

- The USA player automatically has initiative on Turn 1
- Otherwise, both players roll 1D6, with the USA player +2 to the roll.
- The player with the highest roll may choose to perform the First or Second Action Phase.
- In case of a tie, the USA player may choose.
- The player performing his actions is called the Attacker, his opponent is the Defender.

4.3 Reinforcement and Reorganization Phase

- Reinforcements as noted on the Turn Track enter the map.
- Any Leaders previously removed from play and on the current turn of the Turn Track return to the map.

4.4 First Action Phase

Activation

- Using the Army Leaders Activation Rating, the first player designates which Corps Leaders or units he wants to activate by placing **one** of his Activation Markers on the leader or appropriate units. All activation markers must be placed before any activation die rolls take place.
- Roll 1D6 for each Corp Leader with an Activation Marker. If the DR is less than or equal to the Leader's Activation Value, the Corps is activated, otherwise it fails to activate.
- CSA brigades (Evans and Toombs), reinforcements, and all USA and CSA artillery units automatically activate without a roll.

Movement

- Units within the Command Range of their Activated Leader (3.6) may move their full MP and attack enemy units.
- Infantry units outside the Command Range of their Activated Leader may use a maximum of **3 MP**, but cannot attack enemy units.
- Units of a Corps Leader that failed to activate may still move, using a maximum of **3 MP** for infantry and **4 MP** for cavalry but **cannot** attack enemy units.

Combat

- Upon the completion of the movement, combat is mandatory in all areas jointly occupied.
- The Attacker's Artillery Units not in an enemy-occupied Area may optionally bombard an enemy unit or support a friendly attack within their range.

4.5 Second Action Phase

After the first player has completed his Action Phase, the second player performs his activations, movements, and combats.

4.6 End of Turn Phase

- Check for Immediate Victory (Section 10.1)
- If it is not the last turn, advance the Turn Record one space.
- If it is the last turn, calculate VPs and determine the winner. (Alternately, players may record VP as they are scored during play and record the results on the Victory Track on the board.)

5.0 REINFORCEMENT AND REORGANIZATION

5.1 Turn Track Reinforcement Units

The Turn Record Chart indicates when reinforcement units arrive and the exact Entry Area of the map. These units are considered automatically activated and do not roll for activation. Each unit spends 1 MP to enter the Area and may spend the rest of the MPs for movement.

The US player receives Franklin's VI Corps on the 9:00 am turn. Franklin and his units enter in either Area 8 or Area 12. Franklin does not need an Activation marker on the turn of his entry.

The CSA player receives A.P. Hill units on the 3:00 pm turn. Hill and his units enter in Area 36. A.P. Hill does not need an Activation marker on the turn of his entry.

In addition, units may return via Reorganization (Section 6.2).

5.1.1 Entry Area Attack Restriction Reinforcement units never attack on the turn they enter the map.

5.1.2 Exception: In the rare circumstance when enemy units occupy the entry Area, the Reinforcement units have two choices:

- Delay entry for a later turn, or,
- Move into the Entry Area and attack the enemy units—this is an exception to Entry Area Attack Restriction (Case 5.1.1).

5.2 Leader Casualty Return

Leaders that were casualties and removed temporarily from play can return 2 turns after the turn they were wounded. All other combat units that were eliminated are removed from the game and counted for Victory Points (Section 10.2).

When returning to the map, the Leader is placed in any Area containing one of his units or adjacent to it. If no units of his Corps remain, he is not returned, but will count as lost for VP.

6.0 ACTIVATION

Army Leaders use their Activation Rating to place Activation Markers to attempt to activate Corps Leaders or to automatically activate CSA Infantry Divisions and USA Cavalry stacks. McClellan has three Activation markers while Lee has five Activation markers. Independent Infantry and Artillery Brigades activate automatically without Activation Markers.

No more than one Activation Marker can be assigned to a leader, unit, or stack.

All activations and activation attempts must be complete before moving any units. A player will know in advance which units will be activated and thus can attempt to coordinate his units for attacks.

6.1 Infantry Corps Activation

Roll 1D6 for all Corps Leaders with an Activation Marker.

The Corps Leader is activated if the DR is equal to or less than his Activation Rating. Flip the leader counter to the Activated side.

- All his units within his Command Range of two areas may use their full MP and attack.
- Any units outside his Command Range may only use 3 MP and cannot attack.

The Corps Leader fails to activate if the DR is greater than his Activation Rating. Flip the Activation Marker to the Failed side.

- All his units may only use 3 MP and cannot attack.

6.2 J.E.B. Stuart and CSA Cavalry

Stuart attempts to activate in a similar manner as an Infantry Corps Leader with the following differences:

- If he activates, his Command Range has no restriction, so all his units may use their full MP and attack.
- If he fails, all his units may only use 4 MP and cannot attack or bombard.

The CSA brigades of Evans and Toombs are automatically activated and never roll for activation.

6.3 Robert E. Lee

CSA Leader Robert E. Lee may assign one of his Activation markers to automatically activate one individual CSA infantry division if it is out of its Corps Leader's Command Range. *Example: Lee could activate Jackson, Longstreet, and three other units if they were out of command.*

6.4 USA Cavalry

USA cavalry can only be activated by using up one of General McClellan's '3' Leader Activation points. Expending one of these points allows the player to move up to four cavalry units from one_Area. These Cavalry units can split and move into other Areas, including attacking CSA units.

Historical note: At the Battle of Antietam, USA Cavalry was particularly lax and for the first two years of the war, Union Cavalry doctrine was woefully inefficient.

6.5 Automatic Activations

All reinforcements (Section 5.1) are automatically activated on the turn of entry and never roll for activation.

All artillery units are automatically activated. They do not need Activation markers and never roll for activation.

7.0 MOVEMENT

Corps Leaders that successfully activated, their units being within Command Range (Section 3.6), and automatically activated units may move up to their full MP allowance and may attack enemy units. Corps Leaders that failed to activate may still move their units within Command Range (Section 3.6), but only up to 3 MPs and may never attack enemy units

7.1 Movement Process

Players may move some, none, or all eligible units up to the unit's Movement Point (MP) allowance, as adjusted by their activation and out during their specific movement. Each unit moves individually, Area-by-Area, until it expends all MPs or the player wants to end its movement.

Units move from an Area to an adjacent Area—no skipping Areas. Units may enter and exit Areas occupied by friendly units as long as stacking limits are observed at the end of the Movement Phase. Units never accumulate MPs from turn to turn and never transfer MPs to other units. Units never voluntarily leave the map and may only enter numbered Areas.

Units must possess sufficient MPs to enter an Area. If not, they do not enter.

Units must stop when entering an Area containing enemy units. Units never move through an Area containing enemy units, even if they possess sufficient MPs.

7.1.1 Select one Corps Leader and immediately move his units one at a time. Complete all movement of that Corps Leader's units before selecting the next Corps Leader and his units.

7.2 Unit Movement Points

Infantry	5 MP
Artillery	5 MP
Cavalry	6 MP
Leaders	7 MP

USA Heavy Long Range Artillery can never move in the game.

7.3 Movement Point Costs

The MP cost to enter an area depends on which side controls an area (Section 3.2) and the location of enemy units in relation to the moving unit. Movement uses fixed MP costs per Area, but some, such as crossing Antietam Creek at a bridge or ford or entering an area containing enemy cavalry, have additional and cumulative MP costs.

7.3.1 A unit may always move at least one area, even if the cumulative MPs are greater than a unit's MPs.

7.3.2 Important: Moving adjacent to enemy units across the Antietam only costs +1 MP **if** the enemy area has artillery units.

7.4 Movement Points in Proximity of Enemy

The chart below gives the MP cost to enter an Area adjacent to the enemy.

Note that the terrain within an area does not affect MP costs, only combat values.

Movement Point Cost Chart

Enter a Vacant Area, or one with only friendly units **1 MP**
Enter Area adjacent to enemy units **2 MP** *Note Case 7.3.2 (not in effect if enemy is across the Antietam)*
Enter an Area with enemy Cavalry **+1 MP** *If you have cavalry with this move, **do not pay** the +1 MP*
Enter an Area with enemy units **3 MP**
Enter and Area by crossing a bridge or Ford **+1 MP**
Enter and Attack across a bridge or Ford **4 MP**

7.5 Antietam Creek and Movement

Movement across Antietam Creek is prohibited except at a bridge or ford. Movement across Little Antietam Creek (between areas 8 and 12) is allowed without penalty.

7.6 Reduced Side Unit Movement Limitation

Units on their reduced side cannot enter an Area containing enemy units unless accompanied by at least one friendly full-strength infantry unit. The dash "-" in the Attack Value is a reminder that a reduced side unit cannot be used as a Lead Unit. It may be moved into combat as a support unit to a friendly full-strength infantry unit.

7.7 Cavalry and Leader Evasion *

If units enter an area occupied solely by enemy cavalry unit or a leader units, the enemy units may, but are not required to,automatically evade to any adjacent Vacant or Friendly-controlled Area. The units cannot evade across the same Area border line that the friendly units crossed. The friendly unit must pay the +1 MP cost to enter an area with an enemy cavalry unit, but not pay the +1 if the area only contains an enemy leader.

* **Exception:** If friendly cavalry units are part of the force moving into the Area containing enemy cavalry units, the enemy cavalry units cannot use the evade option.

7.8 Leader Movement Restriction

Leaders must be accompanied by at least one combat unit to move into an enemy-occupied Area unless friendly units are already in the Area.

7.9 USA Long Range Artillery Non-Movement

Once placed, the USA Long Range Artillery units never move.

8.0 COMBAT

Mandatory combat occurs when USA and CSA units are in the same Area after movement. For each combat, the Attacker selects one Lead Unit, adds modifiers, and rolls 1d6 to calculate the Final Attack Value. The Defender does the same to calculate the Final Defense Value. The two final values are compared to derive the Combat Result, which will trigger effects depending on the difference between the two final values.

8.1 Calculating the Final Attack Value (FAV)

- + the attack strength of a single unit, on its face side, called the Lead Unit.
- +2 per additional full-strength unit in the Area
- +1 per additional reduced unit in the Area
- +1 if two or more units are from the same Corps
- +1 for each artillery unit in a support role (not involved in another attack)
- +1 a leader is leading from the front, only possible if at least one units is in that leader's Corps
- -2 if attacking Lead Unit crossed a Bridge or Ford
- + the result of 1D6

The total is the FAV.

8.2 Calculating the Final Defense Value (FDV)

- + the defense strength of one unit: a full-strength unit must be selected as the Lead Unit if available. If no full-strength units are in the combat, a reduced strength unit will be chosen as the Lead Unit.
- +2 per additional full-strength unit in the Area
- +1 per additional reduced unit in the Area
- +1 if two or more units are from the same Corps
- +1 for each artillery unit in a support role (not involved in another defense)
- +1 to +3 for an Area's Terrain Value
- +1 a leader leading from the front, only possible only if at least one units is in that leaders Corps
- +1 the result of 1D6

The total is the FDV.

8.3 Units With AV and DV of 0 or 1

Some units possess a Defense Value of 1 and an Attack Value of 0. These units never contribute more to the AV and DV of a combat than their printed values.

8.4 Supporting Artillery

Artillery units in an Area adjacent to the combat may support the combat, adding +1 for each supporting artillery unit. An artillery unit can support one combat.

An artillery unit can offer support once per Action Phase. Thus, it can support a combat in the 1st Action Phase and another in the 2nd Action Phase.

Artillery units on their reduced side can still support or bombard. They can never be chosen as the Lead unit either on their front side or reduced. In defense, if they are attacked alone in an Area, they can use their defense strength. Artillery units on their reduced side remain so for the entire game.

8.5 USA Long Range Supporting Artillery

The USA Long Range Artillery units in Areas 16 and 17 can support combats up to two Areas away from their location.

8.6 Supporting Artillery Restriction for Sharpsburg

Artillery units never support combats in Sharpsburg. Artillery units never bombard into Sharpsburg (Section 8.10).

8.7 Combat Resolution

Subtract the lower Final Attack Value from the higher Final Attack Value. The higher value is the winner of the combat. The difference between the values determines the result.

8.8 Combat Results

Wherever possible a full-strength unit must be reduced before a unit on its reduced side is eliminated.

FAV = FDV: Stalemate

Both sides' Lead Units are flipped to reduced side (or eliminated if already on reduced side). All attacking units retreat one Area. The defender units may, but are not required to, retreat one Area.

FAV > FDV: Success

• Difference of **4 or more:** Defender's *Lead Unit* is eliminated, all other defending units retreat two Areas.

• Difference of **2 to 3:** Defender's *Lead Unit* is flipped to its Reduced side (or eliminated if already on Reduced side) All other defending units retreat one Area.

• Difference of **1**: All Defender's units retreat one Area.

Example: Three Attacking USA units have defeated three defending CSA units in Area 13. The USA's FAV result of 15 is greater than the CSA's FDV result of 12. The CSA player eliminates the Lead defending unit and retreats the other two CSA units one Area.

FAV < FDV: Repulse

• Difference of **3 or more:** Attacker's *Lead Unit* is **eliminated** and placed on the Temporary Dead Pile. All other attacking units retreat one Area.

• Difference of **2:** Attacker's Lead Unit is flipped to its Reduced side (or eliminated if already on Reduced side and then placed on the Temporary Dead Pile). All other attacking units retreat one Area.

• Difference of **1:** All Attacker's units retreat one Area.

8.9 Leader Casualties

Whenever a leader was in combat and was *Leading from the Front*, the owning player rolls 1D6 after the combat result. If the die result is **1**, the leader is a casualty. Place the Leader counter on the Time Record Track **two turns** in the future. In that turn, the leader can return in the Reorganization Phase.

8.10 Artillery Bombardment Attacks

Instead of supporting an attack, artillery units (including the Long-Range Union artillery) may choose to bombard one enemy unit instead. Bombardment may take place at any point in the Action Phase and may target enemy units in Areas containing friendly units.

Select the unit in range and roll 1D6. If the DR is a 6, the enemy unit retreats one Area. On a DR of 1-5, no effect.

More than one artillery unit may bombard an Area, but an enemy unit can only be targeted once per Action Phase. **Sharpsburg Restriction:** Artillery cannot perform bombardment attacks on a unit in Sharpsburg. (Note: Bombardment was used as a preliminary to an attack and is handy to use before an infantry assault to possibly weaken an Area's defense.)

8.11 Combat Example

USA I Corps Leader Hooker with divisions Ricketts and Meade at full strength and division Doubleday at reduced strength are attacking CSA full strength J.R. Jones and Walton artillery. Meade is chosen as the Lead unit. The Attack Value is 3 for Meade, +2 for Ricketts and +1 for Doubleday. As two or more divisional units are from the same I Corps, that's another +1.

The USA attack has one supporting Artillery unit in an adjacent Area, adding +1 to the AV. The USA player designates Hooker as leading from the front, adding +1. The total Attacker factor is then 3 (Meade), +2 (Ricketts), +1 (Doubleday), +1 (two or more divisional units), +1 (supporting artillery), and +1 (Hooker leading from the front+ = 9 AV. To this total will be added 1D6 DR.

The CSA have J.R. Jones and Walton's artillery both at full strength in the Area. They must pick J.R. Jones as the lead unit, since Artillery cannot be chosen as a Lead unit when accompanied by infantry. The defense total is 4 (Jones) + 2 (Artillery) + 1 (the Area terrain defense number) = 7. To this total will be added 1D6 DR.

The USA rolls a 4 and adds that to the 9 for a total of 13 AV. The CSA rolls a 4 and adds that to the 7 for a total of 11 AV. The USA's total of 13 is higher than the CSA's total of 11 and wins the combat by 2.

Consulting Combat Results of FAV greater than FDV (Section 8.8) means the CSA must flip the J.R. Jones Lead Unit to its reduced side and retreat both units one Area. The USA player must roll 1D6 to see if Hooker is wounded (8.9) and rolls a 3. Hooker is unaffected. If the Area was originally CSA controlled, the USA player places a USA control marker in the Area.

9.0 RETREATS

When combat results call for a retreat, units must move into an Area adjacent to the combat Area. If the Area becomes over stacked, the retreating units continue their retreat to the next available Area. (Section 9.1). Retreating units never displace units in an Area.

9.1 Retreat Priorities

Units are retreated one unit at a time by the owning player.

USA units must first try to retreat north or east, to either a vacant Area or one containing friendly units. CSA units must first try to retreat south or west, to either a vacant Area or one containing friendly units.

If unable to retreat in those directions, the priority order is:

- A Friendly-controlled Vacant Area
- A Friendly-controlled Area containing friendly units but with unused stacking capacity
- An Enemy-controlled Vacant Area
- A Friendly-controlled Area that is filled to stacking capacity with friendly units, retreating units must continue the retreat. A unit's final retreat Area can never cause an over-stack situation.

9.2 Units Unable to Retreat

If Leaders and combat units are unable to retreat into the priority Areas, they are eliminated and count for VP.

9.3 Voluntary Retreat

If the Combat Result is a Stalemate (Section 8.8), the defending player may take a voluntary retreat with any unit or units on their reduced side units **after** the combat result. Full-strength units never have the option of a voluntary retreat.

10.0 VICTORY CONDITIONS

The CSA and USA players may win an immediate victory if certain conditions are fulfilled. Otherwise, Victory Points (VPs) can be recorded on the Victory Track during play or tallied at the end of the game.

10.1 Immediate Victory

The USA wins immediately if a USA division occupies one of the following: *Sharpsburg, Area 24, or Area 28* at the end of any CSA turn.

The CSA wins immediately if the USA does not control at least one original CSA-controlled Area by turn three.

If neither player gains an immediate victory, VPs are tallied at the end of the game and the player who has the highest total is the winner.