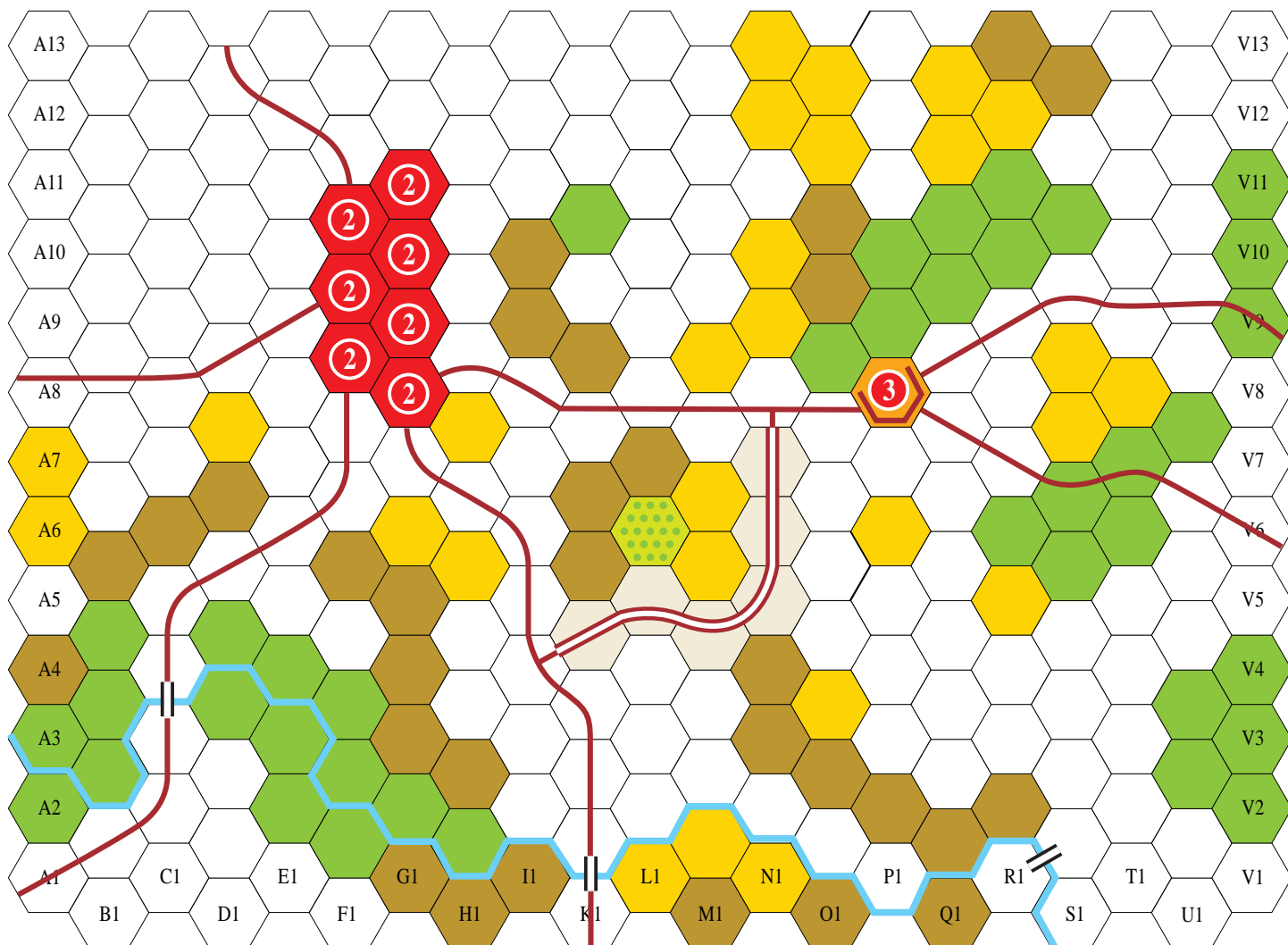




ANTIETAM 1862



- Creek hexside
- Woods
- Orchard
- Town
- Major road
- Cornfield
- Sunken road
- Hill

BATTLEFIELD:
Place terrain hexes as shown on the diagram above.

SPECIAL TERRAINS:
Sunken Road
 Movement cost on road hexside: 1/2 MP.
 Crossing Sunken road hex: 1 MP
 Infantry e Cavalry have **-2 dice** modifier when attacking not from Sunken Road hexside.
 Artillery may not firing from a Sunken Road.
 Line of sight: not blocked.

Dunkard Church (P8 Hex):
 Units in such hex does not consider the retreat result.
 Artillery units have **-1 die** modifier (cavalry and infantry: **-2**), when are firing at Dunkard Church.

Antietam Creek is crossable only on the bridges.
 Units must stop movement in the bridge hex, in the next activation, crossing the bridge need all movement Points.

SCENARIO LENGHT:
 The battle starts at 7.00 am and ends at 8.00 pm.





ACTIVATION DICE:
 The CSA player rolls 5 dice; the US player rolls 3 dice.


SPECIAL RULES:
 Infantry and Cavalry unit with 1 **Combat Factor** left (the stand), or after modifiers for terrain, rolls minimum 1 die in combat.

VICTORY CONDITIONS (VC):
 Some hexes on map have a red circle with a number. That is the number of Victory Points (VPs), that **UNION PLAYER** gains if he controls these hexes at the end of battle. The **confederate** player gains a number of VPs equal to the step value of the US units **eliminated**. The player with the most VPs is the winner.

Antietam: September 17th, 1862

 **h. 07 am**
UNION UNITS
ON MAP:

Corp	Unit type	Tra	Hex	CF
I°  Hooker	Infantry	Vet	V11	4
	Infantry	Vet	V10	4
	Infantry	Vet	V9	4
	Artillery	Vet	V9	2
II°  Sumner	Infantry	Vet	R2	4
	Infantry	Vet	S3	4
	Infantry	Vet	T3	4
	Artillery	Vet	S3	2
IX°  Burnside	Infantry	Vet	C1	4
	Infantry	Vet	D1	4
	Infantry	Vet	D2	4
	Infantry	Vet	E1	4
	Artillery	Vet	C1	2
XII°  Mansfeld	Infantry	Vet	V4	4
	Infantry	Vet	V3	4
	Cavalry	Vet	V3	2
	Artillery	Vet	V4	2



 **h. 07 am**
CONFEDERATE UNITS
ON MAP:

Corp	Unit type	Tra	Hex	CF
I° Longstreet	Infantry	Vet	H11	5
	Infantry	Vet	A13	5
	Infantry	Elite	F6	2
	Infantry	Elite	G5	2
	Infantry	Elite	B4	2
	Infantry	Elite	D5	2
	Infantry	Elite	O11	5
	Artillery	Vet	C6	2
II° Jackson	Artillery	Vet	O10	2
	Infantry	Elite	S6	2
	Infantry	Elite	S7	2
	Infantry	Vet	A8	5
	Infantry	Elite	R10	2
	Infantry	Elite	S11	2
	Infantry	Elite	N5	2
	Infantry	Elite	N6	2
	Cavalry	Elite	R13	2
	Cavalry	Elite	S13	2
	Artillery	Vet	L7	2
	Artillery	Vet	S6	2
	Artillery	Vet	S13	2

REINFORCEMENTS:




h. 1 pm:
At start of this turn, place the "Corp Indicator" in the container with the others corp markers.

Corp	Unit type	Tra	Hex entry	CF
V°  Porter	Infantry	Vet	G1	4
	Infantry	Vet	H1	4
	Infantry	Vet	I1	4
	Artillery	Vet	I1	2
VII°  Franklin	Infantry	Vet	U1	4
	Infantry	Vet	U2	4
	Infantry	Vet	V1	4
	Artillery	Vet	V1	2

TABELS LEGEND:

TERRAIN EFFECTS:

- LoS** Line of Sight
- MPs** # of Movements points required to enter
-  # of dice malus attacking this hex

SCENARIO

- Tra** training unit
- Cons** Conscripts
- Vet** Veterans
- Elite** Elites
- Hex** Unit starting position
- CF** Unit Combat Factor (stand+chips)

CREDITS:

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"Histo Command Dice" System Game

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