

# A GREATER VICTORY

SOUTH MOUNTAIN (SEPTEMBER 14, 1862)

## Exclusive Rules



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**REVOLUTION**

G A M E S

## Table of Contents

1.0	Introduction	2
2.0	Unit Counters, Markers and Chits	2
3.0	Unit Stacking	4
5.0	Command Decision Phase	4
6.0	Artillery Phase	4
7.0	Chit Draw Phase	5
9.0	Fire Combat	5
10.0	Movement	6
11.0	Close Combat	6
12.0	Cohesion Tests	7
15.0	Designers Notes	7
16.0	Scenarios	8

## 1.0 Introduction

*A Greater Victory* is a simulation of maneuver and combat that occurred on September 14, 1862. Just three days prior to the momentous battle of Antietam (also in Maryland), South Mountain was a Union tactical victory, but it also set the stage for the Confederate strategic withdrawal to follow. The game system is from Revolution's popular *Blind Swords* series that utilizes a chit-pull mechanic emphasizing the three "FOW's" of military conflict: *Fog-of War*, *Friction-of-War*, and *Fortunes-of-War*. *Blind Swords* features the immersive experience of tactical American Civil War combat without a heavy rules load (please read the included standard Series Rulebook first). The game can be enjoyed solitaire (play both sides as best you can), two-player (one Union, one Confederate), or multi-player (with each participant taking one or more separate commands). Gameplay will include tense decision making, surprise and strategy, while also recreating a battlefield that accurately showcases the chaos of war.

### Game Components

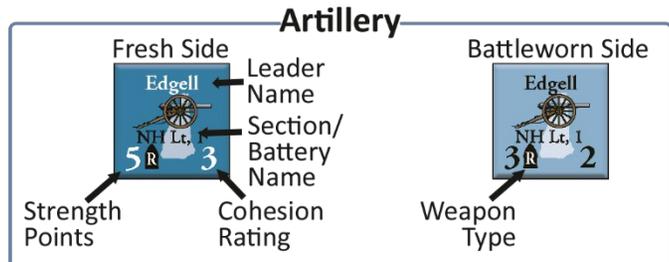
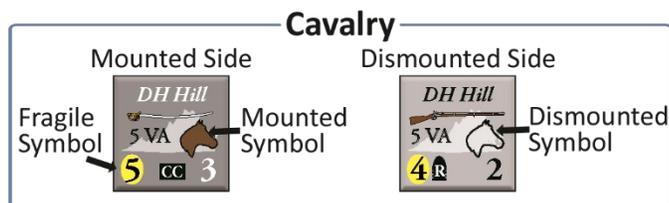
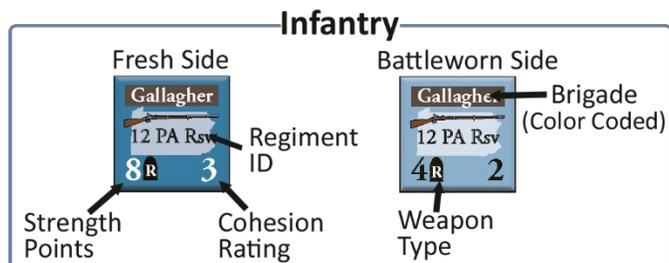
- 1 – 22 x 34 inch map
- 2 – Counter-sheets of 176 5/8" counters
- 5 – Player Aid Charts
- 1 – Series Rulebook
- 1 – Exclusive Rulebook
- 2 – Brigade Activation Cards
- 1 – Game Box or Ziplock Bag
- 2 – Dice (Boxed version only)

## 2.0 Unit Counters, Markers and Chits

**2.1 Unit ID & Organization:** Unless otherwise noted, Infantry and Cavalry units belong to a BRIGADE, with each Brigade belonging to a DIVISION. Artillery units are INDEPENDENT and do not belong to any Brigade or Division. **IMPORTANT:** Do not get rid of counters that are blank on their front side, the reverse of these pieces show their *Fragile* status and such units are used during play.

**2.1a Cavalry Units:** Cavalry units do not have a *Fresh* side and a *Battleworn* side like most other units; instead, they show Mounted on the front and Dismounted on the reverse. All Cavalry units are **Fragile**, whether Mounted or Dismounted, meaning they must undergo a Break Test if they suffer a Depleted result. *Play Note: All Fragile units have their strength in a yellow circle background as a reminder.*

**2.1b Divided Regiments:** Some larger Regiments are split into a and b units. Each half functions as a separate unit, there is no requirement to keep the two units together.



**2.3 Brigade Activation Status Markers:** Brigade Activation markers are provided to assist players with tracking which Brigades have been activated this turn (as shown on the reverse side of these counters). **IMPORTANT:** Unlike Command Activation chits, these Brigade markers never go into the draw cup; they exist solely for player reference. *Play Note: Union markers are denoted as either I Corps or IX to help identify a Brigade's command area (scenario 16.3 only). Cards are included to assist players in keeping their Brigade Activation markers organized.*



**2.9 Game Scale:** Each map hex is approximately 150 yards across. Infantry and Cavalry units represent individual regiments (or battalions) with each Strength Point being roughly equal to

50 effectives. For Artillery batteries (or sections), one Strength Point usually equates to 1 gun. Each Game Turn approximates 30 minutes of real time.

**2.10 Map Terrain and Features:** *Play Note: The South Mountain battlefield was fought over very rough and elevated terrain which requires several modifications to the standard Blind Swords system rules. Please pay particular attention to these rules along with reference to the included Terrain Effect Chart (TEC) on the Player Aid. Various types of terrain are depicted on the game map. A hex is only considered to contain a certain terrain feature if the terrain's graphic occupies or traverses at least half of the hex. Play Note: This means that a small fragment of terrain will not Block or Obscure LOS since it is not the majority terrain in the hex.*

**a. Elevation Levels:** At various locations throughout the map, elevation numbers have been printed to aid the players with movement and Line-of-Sight (LOS). *For example, hex 3030 is Level 2 as are two surrounding hexes 2929 and 2930; hexes 3029, 3129, 3130, and 3031 are all Level 1. Hex 3012 is elevation 5, and hex 3111 is Level 6.*

**b. Terrain Features:** See the TEC for the movement point costs for the various terrain features.



**Bridge:** Negates the movement penalty of a Stream; but does not affect Close Combat.



**Buildings:** These have no effect on gameplay and are provided for historical reference only.



**Clear:** No effect on combat.

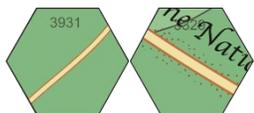


**Marsh:** Artillery may not enter Marsh unless on Road/Pike/Trail.



**Orchards:** Obscures LOS for Fire Combat at the same elevation through an Orchard hex, 1 Left Column Shift. Provide a 1 Left Column Shift to Fire Combat for target units occupying an Orchard.

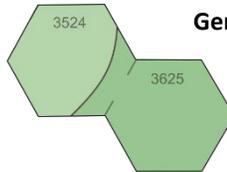
These modifiers are cumulative. *For example, a unit fired on through an intervening Orchard hex that also occupies an Orchard hex would get 2 Left Column shifts to Fire Combat.* Artillery may deploy into and Fire from an Orchard hex without restriction.



**Road/Pike:** Affects movement and Retreat (not combat). Allows Artillery and Cavalry to enter or exit Woods hexes. Cavalry and infantry moving

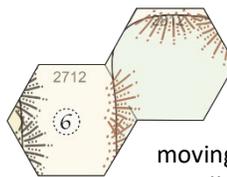
normally (i.e., not in March Column) on a Road/Pike pay 1 MP

per hex. Cavalry and Infantry in March Column pay ½ MP per Road/Pike hex (but see below). Artillery always pays ½ MP per Road/Pike hex. The only Pike in the game is the National Road. *Play Note: Some Roads turn into Trails upon meeting with elevated terrain (e.g., the Old Sharpsburg Road). **IMPORTANT:** Infantry and Cavalry must pay an extra 1 MP to use March Column at any point(s) in their Turn, see 10.3.*

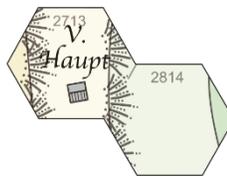


**Gentle Slope:** Normally in *Blind Swords* crossing a gradual elevation change (i.e., a hex with a contour line) does not cost a moving unit any extra Movement Points. On the rugged South Mountain battlefield however, it costs **+1 extra MP**

for any unit *not* on a Road/Pike/Trail to cross (up only, not down) into an adjacent gradual elevation hex (e.g., going up from Level 3 to Level 4). *For example, a unit moving from hex 2034 to hex 1933 would pay 2 MP's (1 MP for the hex and 1 MP for traversing up the Gentle Slope).* Gentle Slopes themselves do not affect LOS.



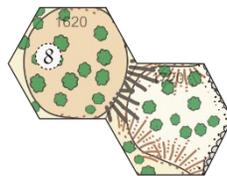
**Slope Hexside (Brown):** A sharp one level change in elevation from one hex to another. These cost additional Movement Points to cross whether moving up or down. All units may retreat normally across a Slope hexside. Slopes hexsides themselves don't affect LOS. Slopes also affect Close Combat when attacking up or down (see Player Aid).



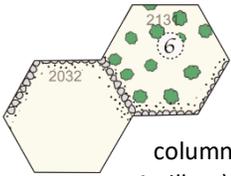
**Steep Slope Hexside (Black):** A steep elevation change in level from one hex to another. These hexsides cost additional (or all, see the TEC) Movement Points to cross. Artillery and Cavalry retreating across a Steep Slope

(up or down) are eliminated. Infantry retreating across a Steep Slope (up or down) suffer an additional Depletion.

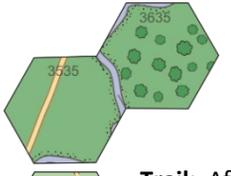
Pike/Road/Trail negate the Steep Slope effects for retreat for Cavalry, Artillery, and Infantry. A Steep Slope hexside also Obscures (-1 Left shift) any **adjacent** Fire that's exclusively (up or down) across a Steep Slope hexside. **IMPORTANT: Artillery may NOT fire down an adjacent Steep Slope hexside (including a vertex) into an adjacent hex.** Steep Slopes also affect Close Combat whether attacking up or down (see Player Aid).



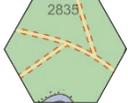
**Vertical Slope Hexside (Thick Black brush):** These hexsides always block any movement, retreat, LOS, Support, and all forms of Combat. In effect, a Vertical Slope blocks all game functions. *For example, a Vertical Slope hexside exists between hexes 1620 and 1720.*



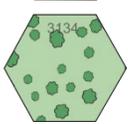
**Stone Wall Hexside:** Costs additional Movement Point(s) to cross. Artillery may not cross a Stone Wall hexside except via a Road/Pike/Trail. Provides a 1 column Left shift for any *small-arms* (not Artillery) fire across when the target is adjacent to a Stone Wall, and also for Close Combat attacking across. If present along with a Slope/Steep Slope hexside, a Stone Wall is cumulative (for both Movement and Combat) with that other hexside symbol. *For example, a Slope hexside with a Stone Wall would cost a Mounted Cavalry unit +6 MP's (+4 MP's + 2 MP's) to cross going up.* Stone Walls do not affect LOS. *Play Note: As a compromise to playability, if two opposing Infantry are adjacent and separated by a Stone Wall hexside, they both benefit from it.*



**Stream Hexside:** It costs extra Movement point(s) to cross a stream unless moving via a Road/Pike/Trail.



**Trail:** Affects movement and retreat. It always costs 1 MP to traverse a connected Trail hex, regardless of Terrain or Orders.



**Woods:** Woods block LOS for units at the same elevation. Intervening Woods that are lower than both the firer and target do not block LOS. Units in Woods (even on a Road/Pike/Trail) are considered unsupported, and they likewise cannot give Support (certain event chits may modify this). Also, to enter or exit a Woods hex, Artillery and Cavalry must be on a Road/Pike/Trail (see 6.5d). Artillery cannot Fire from any Woods hex.

### 3.0 Unit Stacking

**3.1 Stacking Limits:** The maximum number of Strength Points allowed in a single hex at the end of an activation is **three units up to 10 SP's, or one unit if more than 10 SP's.** *Play Note: Artillery units do not stack at their full SP value; see the Artillery Stacking Chart on the Player Aid.* Reinforcing Brigades may freely stack in their entry hex (also see 16.3), regardless of how many units are being placed.

**a) Woods hexes:** Artillery and Cavalry units may only ever enter or exit a Woods hex if they are on a Road/Pike/Trail.

**b) Road/Pike hexes:** If a moving unit is in March Column (Maneuver Order only) and wishes to use the March Column rate (see the Terrain Effects Chart) upon entering a hex, the 10 SP stacking limit is enforced at all times (see series rules 10.5b, and 6.5d in these rules).

**c) Large Units:** Some regiments exceed the 10 SP stacking limit as printed on their counter; such a unit is never considered overstacked when alone in a hex.

**d) Dismounted Cavalry:** When Dismounted, Cavalry is considered to be Infantry in all regards. *Play Note: most Cavalry units have a lower strength on their Dismounted (Infantry) side*

*accounting for training, doctrine, horse holders, etc. Also, see Standard rule 3.1b.*

### 5.0 Command Decision Phase

**5.1 The Key Chit:** Each side first selects a Key Chit per turn as directed by each scenario. *Play Note: Make sure to follow a scenario's instructions carefully to ensure that the draw cup is properly seeded each turn.*

**5.2 Included & Excluded Chits:** Without looking, each side draws a number of random chits as indicated in each Scenario. Place those into the draw cup, excluding the rest (without looking) of the chits for the remainder of the Turn.

### 6.0 Artillery Phase

All Artillery units are Independent and conduct their activities during the Artillery Phase of the Sequence-of-Play. The movement allowance of all foot Artillery units (Union and Confederate) is 6 MP's. Horse Artillery units (denoted by a small horse head on their counter) have a movement allowance of 8 MP's. *Play Note: Artillery doesn't get Orders so can't enter March Column mode, but when moving they automatically pay only ½ MP per hex when on a Road or Pike, and 1 MP per Trail hex.*

#### 6.5 Artillery Movement and Fire Considerations:

**c) Activity:** Regardless of what formation they accompany, unless otherwise specified, all Artillery is Independent and they move freely and fire only in the Artillery Phase. The Union always acts first each Artillery Phase.

**d) Woods and Marsh:** Artillery (and Cavalry) units may only ever enter or exit Woods or Marsh hexes via any connected Road/Pike/Trail hex. An Artillery unit moving along a Road/Pike/Trail into a Woods or Marsh hex that would create an overstack must pay 3 MP's (total) for that hex. *Play Note: This represents the delay time incurred waiting for the other units to clear the road for the Artillery.* **IMPORTANT: Artillery may never Fire from a Woods or Marsh hex, even when on a Road/Pike/Trail.**

**e) Steep Slopes:** Artillery (and Cavalry) units must use their full movement allowance (all MP's) to cross a Steep Slope hexside (unless on Road/Pike/Trail). *Play Note: This means they must start adjacent to the Steep Slope hexside to cross onto the other side unless on Road/Pike/Trail.* **IMPORTANT: Artillery cannot Fire down and across an adjacent Steep Slope hexside (or vertex) into an adjacent hex.** Artillery (and Cavalry) may retreat normally across a Slope, but if forced to retreat across a Steep Slope (up or down), they are eliminated.

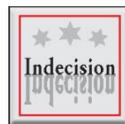
**f) Clear:** **IMPORTANT: Artillery spends 2 MP for each hex.**

## 7.0 Chit Draw Phase

**7.3 Drawing and Applying a Chit:** **IMPORTANT:** Event chits supersede any other rules. For example, if a chit says that a unit is considered Supported that means a unit in Woods can be supported by the event chit (if the conditions apply).



**b. The Fog of War:** When the chit is drawn, roll 1 die and use the Fog of War table for the scenario in use (16.1, 16.2, 16.3) on the player aid.



**c. Indecision** (play Immediately): Indecision is used only in Scenario 16.3. This “Wild” chit goes into the draw cup each Turn (like Fog-of-War and Fortunes-of-War) as directed, affecting both sides equally. After being drawn, this chit applies a -2

DRM modifier to all Command Activation ratings for the remainder of the turn, except it does NOT affect a CIC (McClellan and Lee), whose Activation rating remains the same. *Play Note: Indecision represents a variety of historical and gameplay factors so place the chit where both players can clearly see it after being drawn.*

## 9.0 Fire Combat

**9.1 Cavalry Firing Eligibility:** When Mounted, only Union Cavalry armed with “C” (carbines) may Fire, and they do so at ½ strength (round down). When Dismounted, Cavalry is considered Infantry and fires normally. *Historical Note: The Union 1862 Cavalry manual specified training (every 3 months) for troopers to fire their carbines from the saddle. How much actual training occurred is unknown.*

**IMPORTANT:** Artillery may NOT fire down an adjacent Steep Slope hexside (including a vertex) into an adjacent hex.

**a. Line of Sight (LOS):** Elevation changes, Woods hexes, and Orchard hexes may Obscure or Block Line-of-Sight (see these 2.10). Vertical Slope hexsides always block Line-of-Sight, regardless of elevation.

Firing unit and Target unit are on the same level:

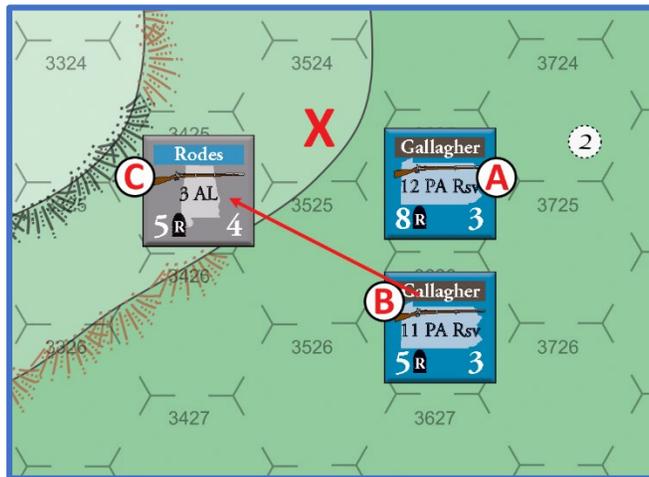
- Any intervening hex that is higher than both units will **Block** the LOS.
- If any intervening hex is at the same level as both units, the LOS is **Blocked** if there is any **Woods** or any **unit** (friendly or enemy) in the hex.
- If any two intervening hexes are occupied by **Orchards**, the LOS is **Blocked**.

Firing unit is at a lower level than Target unit:

- Any intervening hex that is higher than both units will **Block** the LOS.
- If any intervening hex is at the same level as the Target unit, the LOS is **Blocked**.

**LOS Example (Below):** The USA infantry unit **A** wants to fire at the CSA unit **C**. **A** is on Elevation 2 and **C** is on Elevation 3. Hex

3524 is on Elevation 3 and would Block LOS to unit **C**. Think of hex 3524 as filling the whole hex with Elevation 3 even though it looks like part of their hex is Elevation 2. USA unit **B** on Elevation 2 does have a clear LOS to unit **C** as the intervening hexes between the two units is Elevation 2.



Firing unit is at a higher level than Target unit:

- Any intervening hex that is higher than both units will **Block** the fire.
- If any intervening hex is at the same level as the Firing unit, the LOS is **Blocked**.

A LOS is **always Obscured** if the Target unit is in a **Woods** or **Orchard** hex. If an LOS passes **exactly along a hexside**, the LOS is affected by the more restrictive of the two hexes. **Blocked** fire is prohibited. **Obscured** fire is allowed but suffers a detrimental column shift. Fire that is both **Blocked** and **Obscured** is **Blocked**.

*Play Note: Look at the map and try to see the “wedding cake” layout of the terrain. This means that units at a higher elevation must be at the edge of the height level in order to see down to a lower level. If they are farther back from the edge, they are on a plateau and cannot view hexes at a lower elevation. This also applies in reverse – units on a plateau (i.e., not adjacent to the elevation’s edge) cannot be seen by units located at a lower level.*

### 9.3 Fire Combat Procedure:

#### CRT Column Shifts:

The column shifts are as follows:

- Target in Woods = shift two columns to the left if the targeted hex is a Woods hex.
- Target is Cavalry= shift two columns to the right.
- Half or more of Firing Artillery SPs are “S” Weapon Type firing Canister= shift one column right. (You could be at canister range but not able to fire canister because it was over your own troops in which case you would not get the shift)

- Flanking Fire = shift one column to the right if the firing unit(s) qualify for Flanking Fire (Series Rules 9.3c).
- Half or more of Firing Artillery SPs are “MX” Weapon Type firing at Long or Extreme range = shift one column to the left.
- Target in Orchard or fire through Orchard = shift one column to the left.
- Target behind Stonewall (small arms fire only) = shift one column to the left.
- Fire Across Adjacent Steep Slope (*up or down*) = shift one column to the left.
- Sharp’s Rifle Firing = shift one column to the right.

## 10.0 Movement

**10.3 Movement Costs:** Several changes have been made to the Terrain Effects Chart from prior *Blind Swords* series games. *For example, Woods hexes cost 3 MP’s for Infantry to enter, Clear hexes cost 2 MP’s for Artillery and Vertical Slopes cannot be crossed by any unit.* These combined changes account for the especially rough terrain of the battlefield. *For example, to cross up a Slope (+2 MP) into a Woods hex (3 MP) would cost an Infantry unit 5 MP’s total.*

**IMPORTANT:** *It costs an Infantry or Cavalry unit a one-time cost of 1 MP to use March Column at any time(s) during its move (Maneuver Order, only). For example, a unit under a Maneuver Order conducts its entire movement along the National Pike. The unit first pays 1 MP to enter March Column this Turn, then uses the remainder of its MP’s to travel 12 hexes (6 MP at ½ MP per hex) along the Pike. If the same unit only moved 6 hexes along the Pike (3 MP’s), it would have 3 MP’s remaining (of 7 MP’s) to move off-road.*

A unit may always traverse 1 hex, using all its given Movement Points (if normally allowed to move) even if it doesn’t have all the MP’s to do so. *For example, a unit under a Defend Order (3 MP’s) could still move one hex across an adjacent Steep Slope hexside and into a Woods hex, then stop.*

## 11.0 Close Combat

**11.2 Close Combat (CC) Declaration:** There are no Cavalry Charges in this game, so ignore all rules relating to Cavalry Charge. Cavalry may initiate Close Combat normally when mounted. When dismounted, Cavalry is considered infantry except they cannot initiate Close Combat.

Close Combat across a Slope or Steep Slope, whether up or down incurs negative column shifts to the assaulting player (see Combat Chart). Choose the worst terrain feature for the Attacker if attacking across different types of hexsides. *Play Note: This is a change from the series rules.* Close Combat cannot occur across a Vertical Slope.

### 11.3 Close Combat Procedure:

#### c. CRT Column Shifts:

- Total Attacking SPs are Triple the Defending SPs (3:1 Odds): Shift three columns to the right.
- Total Attacking SPs are Double the Defending SPs (2:1 Odds): Shift two columns to the right.
- Total Attacking SPs are 50% more than the Defending SPs (3:2 Odds): Shift one column to the right.
- Defending SPs are 50% more than the Total Attacking SPs (2:3 Odds): Shift one column to the left.
- Defending SPs are Double the Total Attacking SPs (1:2 Odds): Shift two columns to the left.
- Defending SPs are at least Triple the Total Attacking SPs (1:3 Odds): Shift three columns to the left.

Only one of the above six Odds column shifts can apply in each combat. Other column shifts are cumulative.

- Half or more Defending SPs are Artillery: Shift four columns to the right.
- The best Attacking unit’s CR (from the Assaulting Hex) is higher than the defending Lead Unit’s CR: Shift one column to the right.
- The Defending Lead Unit’s CR is higher than the best Attacking unit’s CR (from the Assaulting Hex): Shift one column to the left.
- Defending unit is on Lower-elevation side of a Slope hexside than Attacker: Shift one column to the left.
- Defending unit is on Lower-elevation side of a Steep Slope hexside than Attacker: Shift two columns to the left.
- Defending unit is on Higher-elevation side of a Slope hexside than Attacker: Shift three columns to the left.
- Defending unit is on Higher-elevation side of a Steep Slope hexside than Attacker: Shift four columns to the left.
- Half or more of Attacking SPs are “S” or “MX”: Shift one column to the right.
- Half or more of Defending SPs are “S” or “MX”: Shift one column to the left.
- Flanking Attack: Shift two columns to the right if a Flanking Hex is at least two hexes away from the Assaulting Hex in the same combat or if there are two or more Flanking Hexes involved in the same attack (regardless of their position relative to the Assaulting Hex).
- Defender is Cavalry: Shift three columns to the left.

- Across a stone wall: Shift one column to the left.

## 12.0 Cohesion Tests

**12.1/12.2 Cavalry Depletion:** All Cavalry units are Fragile so they have only one side (Front is Mounted, Back is Dismounted), thus they cannot Deplete; if forced to do so, they make a Break Test instead and are eliminated if forced to go to the Broken Track. This applies to all other Fragile (strength in a yellow background) units, as well.

**12.3 Retreat Movement:** If a unit is forced to retreat into a hex that it cannot enter (*For example, Artillery forced into Woods while not on a Road/Pike/Trail, any unit forced to retreat off the map in scenario 16.3, or any unit forced to cross an impassable Vertical Slope hexside*), it is eliminated. Units may retreat across a Slope hexside without penalty. Artillery or Mounted Cavalry units retreating (up or down) across a Steep Slope hexside are eliminated (does not apply if on a Road/Pike/Trail). Infantry retreating (up or down) across a Steep Slope hexside incur an additional Depletion result per each Steep Slope hexside retreated across (this may cause a Break Test, but does not apply if retreating on a Road/Pike/Trail). No units may ever move across nor retreat through a Vertical Slope hexside. *Play Note: As noted on the TEC, Artillery cannot cross a Stone Wall hexside; thus they cannot retreat across a Stone Wall (unless on a Road/Pike/Trail) and would be eliminated if forced to do so.*

After all other retreat priorities have been met, the Union player must try to retreat his units to the East and/or South edges of the map. The Confederate player must try to retreat his units to the North and/or West edges of the map.

**IMPORTANT:** *If a clear path is available (i.e., a hex not occupied by enemy unit), any retreating unit may as a last resort deviate its directional retreat in order to avoid crossing a Steep Slope or Vertical Slope as long as it does not overstack at any point during the retreat. Play Note: This allows a retreating unit to possibly avoid becoming eliminated or suffering a Depletion result if a safer path is available.*

### 12.4 Unit Support:

#### a. Unit Support Qualification:

- Any Unit in Woods:** A unit located in a **Woods** hex (even if it has a Road or Trail) *never* receives Support, nor does it provide Support to any other unit. *Exception: Confederate Last Stand Event.*

## 15.0 Designer Notes

*"If I can believe one tenth of what is reported, God has seldom given an army a greater victory than this."*

---Union Commanding General George B. McClellan writing to his wife Mary Ellen after the battle of South Mountain.

Coming close on the heels of the stunning Rebel triumph at 2<sup>nd</sup> Manassas, the battles at South Mountain and Antietam ended

the bold Confederate 1862 invasion of the North. The first major engagement of the war fought north of the Potomac River, South Mountain played a critical role in the events that followed. For example, nearby Harper's Ferry was simultaneously under siege by forces commanded by Confederate General Thomas "Stonewall" Jackson, and South Mountain occupied Union formations that otherwise could have attempted to relieve the siege (Harper's Ferry capitulated the next day - September 15 - with more than twelve thousand Union soldiers taken prisoner, their largest surrender of the war). Not satisfied with the lack of aggressive pursuit of Rebel forces after the battles, President Lincoln once again subsequently relieved General McClellan of overall command. Today McClellan is usually mentioned in mostly derogatory terms, but he was competent at South Mountain and his uncharacteristic pre-battle aggressiveness forced the Confederate offensive onto the defensive.

Lee did not want to fight at South Mountain, but when the larger Union Army unexpectedly marched away from the nation's capitol and threatened to further divide Confederate forces, General Daniel Harvey Hill ("Stonewall" Jackson's brother-in-law) was suddenly thrust from rear guard into the limelight. The effective delaying action at South Mountain is considered Hill's finest hour even though Lee's campaign ended in a strategic defeat.

I tailored the pool of Event Chits contained in the game to provide more narrative flavor for each Scenario. Take particular note of chits that can be held and those which must be played immediately. A new feature to the *Blind Swords* series, each scenario now also uses its own Fog-of-War table.

Line-of-Sight (LOS) can be difficult at times on this battlefield; the extended elevations sometimes opened or blocked LOS for the combatants. To keep things simple, if there's a reasonable doubt among players whether LOS exists or not, allow the Fire to occur.

While researching the design, I consulted a variety of published and online resources, being somewhat taken aback by various notable discrepancies. On occasion, some adjustments were necessary.

When looking at the Order-of-Battle (OOB), I also took note of the large number of stragglers that the Southern army suffered just prior to the engagement (Robert E. Lee himself complained about too many stragglers in his pre-battle letters to Confederate President Jefferson Davis), causing significant reductions to the Rebel "on paper" roster. Indeed, Rebel ranks were actually fuller at Antietam because of the large number of stragglers who rejoined the army after South Mountain exceeded losses in that battle. Some pre-battle "on paper" Union rosters appeared to be greatly inflated, as well. In rare cases, I combined very small or poor units. And while contemporary Army Organizations were helpful, in several cases regiments listed were apparently not present at South Mountain, for a variety of reasons (securing an uninvolved pass, guarding wagons, or having been just reorganized). So

overall, I would consider this OOB to definitely not be aligned with current “on paper” conventional wisdom. I have tried to be as meticulous as possible, and am grateful for the kind OOB assistance rendered by others; any errors are my own.

Reinforcements can create a significant bottleneck, and that is intentional - it reflects the coordination, fatigue, and terrain issues that figured so prominently during the engagement. We shifted some Union arrivals from Bolivar to the Mount Tabor Church in order to avoid potential extreme clutter (plus the Rebels can’t go down there anyway due to map restrictions). With the “Indecision” chit (7.3c) coming into play for three hours during the Full Scenario (16.3), there also is a variability factor built in as both sides will have doubts about Brigade Activation, with some Brigades barely participating, just as happened historically. This works well to avoid the bird’s eye “perfect information” platform that so many other games present.

Besides being the prelude to Antietam, South Mountain is mostly known for the ruggedness of the terrain over which the battle was fought. There likely will be more Close Combat occurrences here than contained in prior *Blind Swords* series games as the harsh South Mountain battlefield often compelled closure with the enemy in order to capture objectives. Artillery will also have a reduced role, and Batteries must be positioned carefully (even for those long range shots). Be mindful of Steep Slopes and always try to keep a retreat path open for your guns.

Finally, my thanks to all those who graciously playtested and provided feedback, plus my sincere thanks to you for purchasing this game - may you thoroughly enjoy all your plays!

Steve Carey

## 16.0 Scenarios

There are three scenarios offered in *A Greater Victory*. The first scenario covers the morning action at Fox’s Gap. The second scenario moves the action near Frosttown in the late afternoon. The third scenario covers the full day of action at South Mountain.

In all scenarios, the **Union** side sets up first.

### 16.1 Scenario 1: “Carnival of Death”

This small scenario portrays the morning combat at Fox’s Gap. The Confederates must conduct a stout defense until additional reinforcements arrive or the Union attack withers. The Rebels will eventually be outnumbered, but initially they have the advantage of terrain plus some artillery support. Confederate General Samuel Garland was mortally wounded in action and his brigade suffered almost 40% casualties. The battle was hard-fought as elements of Reno’s Union IX Corps were determined to capture the objective (the hard-charging 23<sup>rd</sup> Ohio was led by future President Rutherford B. Hayes, who was wounded during this engagement).

The scenario starts at 9 AM (SKIP the Artillery Phase at 9am) and concludes after completion of the 12 PM Turn. The playing area for this scenario is restricted (see *Special Rule 4*).

**IMPORTANT:** Remember that units in Woods hexes normally cannot receive Support, nor can they give Support to any adjacent unit (certain event chits may change this). The initial setup is as follows:

### UNION ARMY SETUP

(see *Special Rule 4*)

**Scammon’s Brigade** (4 units: 12 OH Hex 2335, 23 OH Hex 2336, 30 OHa Hex 2532, 30 OHb Hex 2533)

**WV Cavalry** Hex 2434, Dismounted (see *Special Rule 3*).

#### Union Reinforcements

**10:30 AM Crook’s Brigade** (5 units: 11 OH, 28 OHa, 28 OHb, 36 OHa, 36 OHb), Hex 2835

**McMullin’s Artillery** *Battleworn* side, Hex 2835 (see *Special Rule 5*)

**11 AM Simmond’s Artillery** *Battleworn* side, Hex 2835 (see *Special Rule 5*)

### CONFEDERATE ARMY SETUP

(see *Special Rule 4*)

**Garland’s Brigade** (5 units: 5 NC Hex 2133, 12 NC Hex 2033, 13 NC Hex 1827, 20 NC Hex 1929, 23 NC Hex 1931)

**Bondurant’s Artillery** Hex 2032

**5<sup>th</sup> VA Cavalry** Hex 1929 Dismounted (see *Special Rule 3*)

**Pelham’s Horse Artillery** Hex 1929

#### Confederate Reinforcements

**09:30 AM D. H. Hill** (add to Draw Cup) (see *Special Rule 6*)

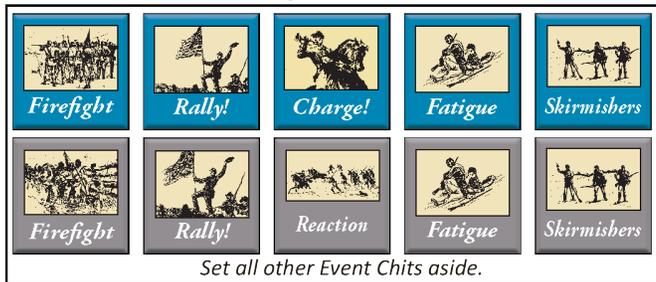
**10 AM Lane’s Artillery** (see *Special Rule 2*)

**11 AM G. B. Anderson’s Brigade** (2 units: 2 NC, 4 NC) Hex 1824 (see *Special Rule 6*)

#### Activation and Event Chits in Draw Cup

 see Special Rule 6			 * Use 16.1 Fog of War Table on back of rules.
			

### Starting Event Chit Mix



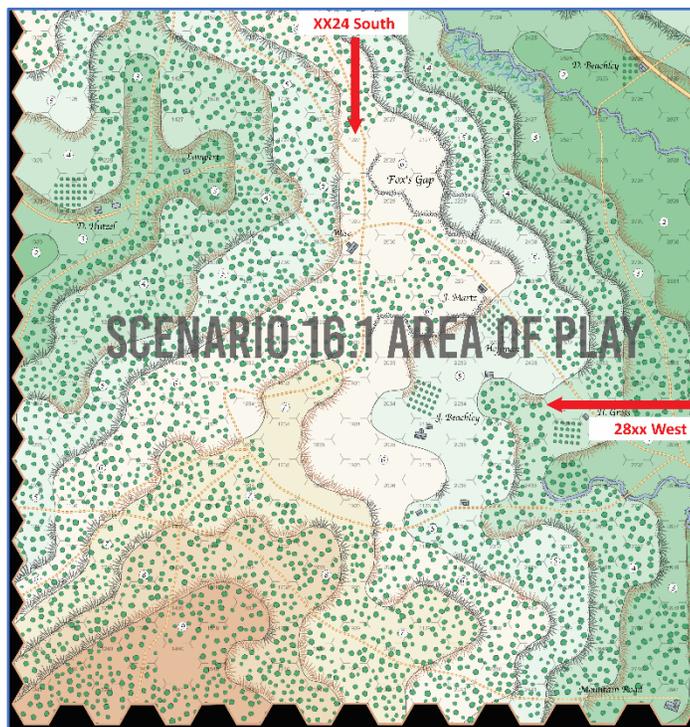
### Special Scenario Rules

- Both the **Union** and **Confederate** players select a Key Chart normally, starting on Turn 1. Each side will thus have 2 event chits in the cup per Turn for this scenario, 1 Key and one random.
- Lane's Artillery does not deploy on the map, instead it is abstractly represented. Each Turn, starting with the Artillery Phase of the 10 AM Turn and during one of his alternating Artillery activations, the **Confederate** player may roll a '1' strength Fire combat against any Union unit; there are no terrain shifts or LOS considerations, just roll. *Historical Note: Lane's Battery was deployed on high ground north of Turner's Gap. It had extended range Parrott guns that allowed shells to target Union positions.*
- The **Confederate** 5th VA Cavalry and the **Union** West Virginia Cavalry activate separately as their own (1 unit) Independent Brigade in this scenario. They may give Support to or receive Support from any unit (but not in Woods), including Artillery.
- The Area of Play is bounded by hexes xx24 (to the South) and 28xx (to the West), inclusive. Units may not move or retreat (voluntarily or involuntarily) outside of this perimeter; if they are forced to do so, they become Broken 1. (See map on next column)
- The two **Union** Artillery units that enter the game on their *Battleworn* side may not Recover to full strength. Other Artillery units deployed at full strength may attempt to Recover normally if they become Depleted.
- Cox can activate any **Union** Brigade when drawn. D. H. Hill can activate any **Confederate** Brigade when drawn, including the two units from G. B. Anderson's Brigade. There is no CIC for either side in this scenario.
- SKIP the Artillery Phase at 9 AM.

### Victory Determination

The last side to pass through or occupy both the Wise House (hex 1929) and Fox's Gap (hex 1927) with any Infantry unit at the end of the game is the winner. If one side controls the Wise House and the other side controls Fox's Gap, then the side with the fewest units eliminated and/or on the Broken Track wins.

Otherwise, the game is a Draw. Both objectives begin play in **Confederate** control.



### 16.2 Scenario 2: "Every Man was a Hero"

This small scenario focuses on the conflict near Frosttown, leading up Turner's Gap. General Meade's Division (of Hooker's I Corps) would assault the north mountain spur defended by Rodes' battle-hardened Brigade and Stevens' half-strength Brigade. The steep terrain offered many obstacles to the attacking Union forces (as it will to the Union player). However, the Federals were up to the challenge and they captured the key elevations from the outnumbered Rebels. The playing area is restricted; see *Special Rule 3*.

This scenario begins on the 4:30 PM Turn and concludes upon completion of the 7 PM Turn. *Play Note: At their option, players may use the Night Turn rule from scenario 16.3 for the final Turn of this scenario.*

### UNION ARMY SETUP

(See *Special Rule 3*)

**Seymour's Brigade** (5 units): 1 PA Reserve Hex 3110, 2 PA Reserve Hex 3109, 5 PA Reserve Hex 3209, 6 PA Reserve Hex 3208, 13 PA Reserve Hex 3108.

**Magilton's Brigade** (3 units): 4 PA Reserve Hex 3014, 7 PA Reserve Hex 3015, 8 PA Reserve Hex 3115.

**Gallagher's Brigade** (4 units): 9 PA Reserve Hex 3011, 10 PA Reserve Hex 3212, 11 PA Reserve Hex 2911, 12 PA Reserve Hex 2912.

**Cooper's Artillery** Hex 3711

### Union Reinforcements

**6 PM** Place **Ricketts** leader in cup. **Duryee's Brigade** (4 units): **97 NY, 104 NY, 105 NY, 107 PA** Hex **3105**, *Historical Note: Duryee's Brigade was in reserve and mostly performed mop-up duty.*

## CONFEDERATE ARMY SETUP

(See *Special Rule 3*)

**Rodes' Brigade** (5 units): **3 AL** Hex **2612**, **5 AL** Hex **2710**, **6 AL** Hex **2809**, **12 AL** Hex **2518**, **26 AL** Hex **2613**

**Stevens' Brigade** (5 units): **17 SC** Hex **2716**, **18 SC** Hex **2616**, **22 SC** Hex **2615**, **23 SC** Hex **2614**, **Holcombe's Legion** Hex **2816**

### Confederate Reinforcements

**5 PM** Place **Hood** leader in cup. (*Historical Note: Stevens' half-strength brigade didn't reach the Mountain House until 4 PM and they barely arrived in time for the Union assault. In game terms, they have already moved at 4:30 PM and thus do not get to activate that Turn. Once Hood arrives at 5 PM, then Stevens can activate normally.*)

#### Activation and Event Chits in Draw Cup

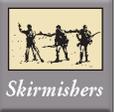
 Meade 4	USA Key Chit	USA Random Chit	USA Random Chit	Fog of War
 DH Hill 5	CSA Key Chit	CSA Random Chit	CSA Random Chit	Fortunes of War

\*Use 16.2 Fog of War Table on back of rules.

\*For DH Hill, see *Special Rule 1*

\*For Meade, see *Special Rule 2*

#### Starting Event Chit Mix

 Firefight	 Double Quick	 Skirmishers	 Hold Fire	 Overshoot
 Firefight	 Command Confusion	 Skirmishers	 Last Stand	 Double Quick

Set all other Event Chits aside.

### Special Scenario Rules

- Hill controls Rodes' Brigade. Hood (arrives @ 5 PM) controls Stevens' Brigade. *Historical Note: Due to a conflict between Evans and Hood, Stevens temporarily was in charge of Evans' Brigade.*
- Meade controls Seymour's, Gallagher's and Magilton's Brigades. Ricketts controls Duryee's Brigade. *Historical Note: What was intended as a coordinated assault ended up being a broken three-pronged attack due to command confusion and rugged terrain.*

- The area of play in this scenario is restricted: **a)** The winding Frosttown Road/Trail (extending west from hex 4020 to 1016) forms the SOUTH border of play, inclusive. **EXCEPTION:** The Bent House (2617) is also in play (it's a VP hex). *Historical Note: The Frosttown Road separated Meade's Divisional attack on the North spur and Hatch's Divisional attack at the South spur.* **b)** Hexrow xx04 (that runs East to West) inclusive forms the NORTH boundary of play. *Play Note: There is no restrictive EAST or WEST boundary. See illustration on next page for boundaries.* Units may not move or retreat (voluntarily or involuntarily) outside of this perimeter; if they are forced to do so, they become Broken 1.
- There is no CIC in this scenario, for either side.

### Victory Determination

The **UNION** side (*only*) can earn VP's via control (last to occupy or pass through with an Infantry unit) the following hexes at the end of the game. All objectives begin play in **Confederate** control.

Moser House Crossroads **2206** = 2 VP's

Crossroads **2405** = 1 VP

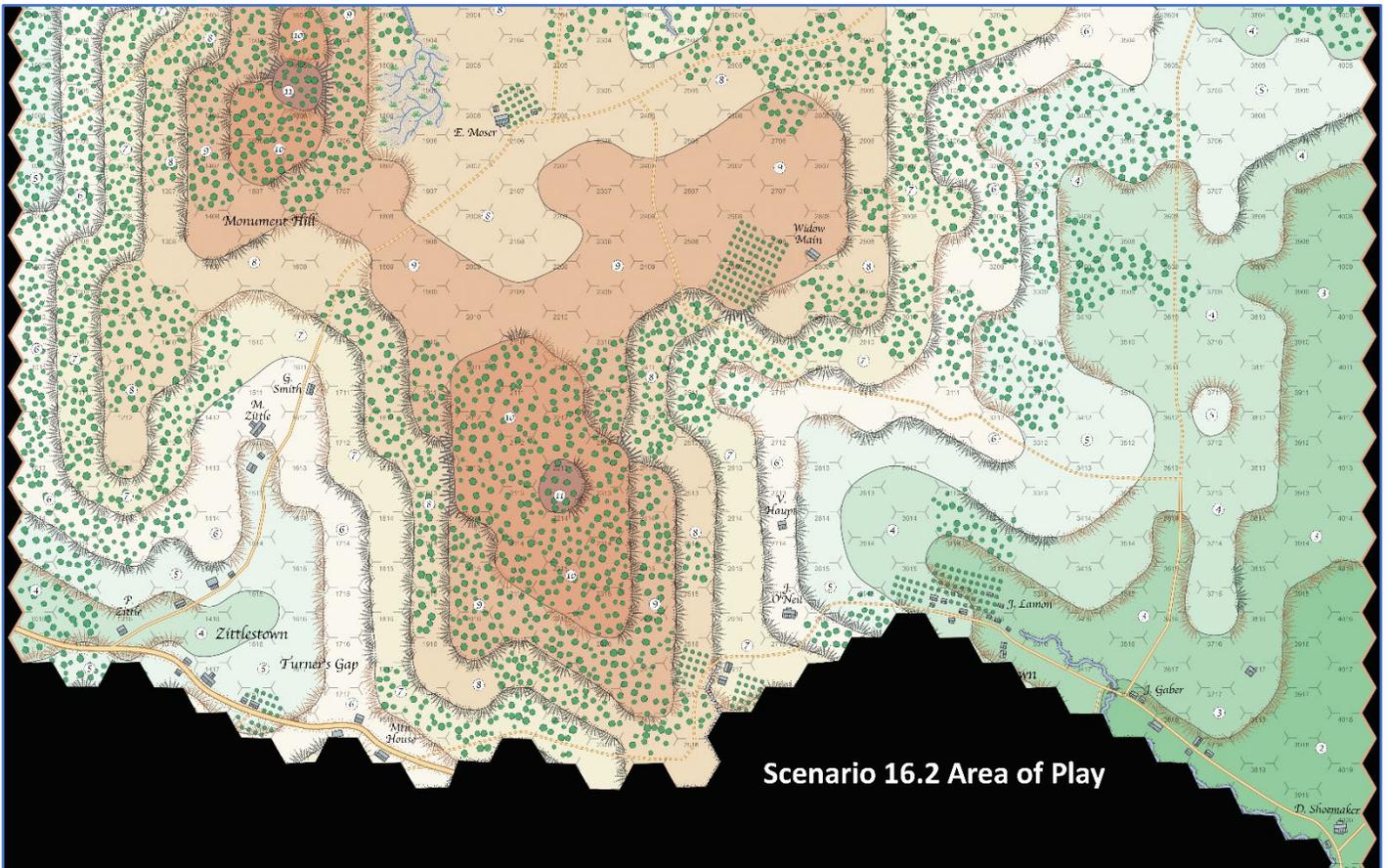
Widow Main House **2808** = 1 VP

Bent House **2617** = 2 VP's

Haupt House **2713** and O'Neil House **2715** = 1 VP (must control both to earn the VP)

In addition, each player receives  $\frac{1}{2}$  VP for each one step (Fragile) enemy Infantry unit on the Broken Track or eliminated at the end of the game, and **1 VP** for each enemy two sided (steps) enemy unit on the Broken Track or eliminated at the end of the game.

At the end of play subtract **Confederate** VP's from **Union** VP's (remember, only the **Union** side earns objective control VP's). If the result is **5 or more**, the **Union** wins; any other result is a **Confederate** victory.



### 16.3 Scenario 3: The Battle for South Mountain

This scenario covers the full day's fighting at South Mountain. It begins at 8 AM and ends at the completion of the 7:30 PM Turn (see [Special Rule 10](#) for Night), unless the Union scores an Automatic Victory (see Victory Determination, below) first. Play will be wide open with both sides choosing where to send their reinforcing formations and where to stand and fight. The entire map area is in play (but see [Special Rules 1, 3 and 8](#)). *Play Note: G. B. Anderson's Brigade (Hill's Division) and G. T. Anderson's Brigade (Jones' Division) are both present, please do not confuse the two formations.*

#### UNION ARMY SETUP

**Farnsworth's Brigade\*** (3 units) mounted or dismounted (player choice), **Gibson's Artillery** within 5 hexes of **3833** (Bolivar). *\*See Special Rule 1.*

**Benjamin's Artillery** Hex **3833** (Bolivar)

**Scammon's Brigade** (4 units) Hex **3137**, one unit per hex on the Road stretching back to Hex 3436

**WVA Cavalry\*** Hex **3041** (mounted or dismounted, player choice)

*\*See Special Rule 4*

**Union Reinforcements** See [Special Rule 8](#)

**9:30 AM** **Crook's Brigade** (5 units), **McMullin's Artillery**, **Simmond's Artillery** Hex **4034**

**12:30 PM** **Remove Union Rally!** chit from the game, **add the white Indecision chit** to draw cup, **Remove WV Cavalry** if still in play (See [Special Rule 4](#)). Begin Artillery Rest Phase roll ([Special Rule 11](#)).

**1:00 PM** Place **Wilcox** leader in draw cup. **Christ's Brigade** (5 units), **Welsh's Brigade** (3 units), **Cook's Artillery** Hex **4034**

**1:30 PM** Place **Sturgis** leader in draw cup. **Nagle's Brigade** (4 units), **Fererro's Brigade** (4 units), **Durell's Artillery**, **Clark's Artillery** Hex **4034**

**2:30 PM** Place **Meade** leader in draw cup. **Seymour's Brigade** (5 units), **Magilton's Brigade** (3 units), **Gallagher's Brigade** (4 units), **Simpson's Artillery**, **Cooper's Artillery**, **Ransom's Artillery** Hex **4022**

**3:30 PM** **Remove Indecision chit** from the game. Place **Hatch** and **Rodman** leaders in draw cup. Event Chits **Black Hats**, **Command Confusion**, **McClellan (CIC)** are added to Event Mix.

**Phelps Jr.'s Brigade** (5 units), **Doubleday's Brigade** (4 units), **Patrick's Brigade** (4 units), **Gibbon's Brigade** (4 units), **Edgell's Artillery**, **Monroe's Artillery**, **Reynold's Artillery**, **Campbell's Artillery** Hex **4022**,

**3:30 PM** Fairchild's Brigade (3 units), Harland's Brigade (4 units), Muhlenberg's Artillery Hex 4034

**4 PM** +1 random draw event chit per Turn

**4:30 PM** Place Ricketts leader in draw cup. Event Chits Double-Quick, Overshoot, and Hold Fire! are added to Event Mix. Duryee's Brigade (4 units), Christian's Brigade (4 units), Hartsuff's Brigade (4 units), Matthews' Artillery, Thompson's Artillery, Hex 4022

## CONFEDERATE ARMY SETUP

**5<sup>th</sup> VA Cavalry\*** (dismounted), Pelham's Horse Artillery Wise's House Hex 1929

\*See Special Rule 4

**Colquitt's Brigade\*** (5 units) within six hexes of 1818

\*See Special Rule 3

**Garland's Brigade** (5 units), **Bondurant's Artillery**, Hex 1925, one unit per hex on the Trail stretching back to 1821

**Hardaway's Artillery, Jones' Artillery, Carter's Artillery, Lane's Artillery** within 2 hexes of 1216, one unit per hex. See Special Rule 12

**Confederate Reinforcements** See Special Rule 8

**10 AM G. B. Anderson's Brigade\*** (4 units) Hex 1016

\*See Special Rule 9

**11 AM Rodes' Brigade** (5 units) Hex 1016

**12 NOON Ripley's Brigade?** (4 units) See Special Rule 2

**12:30 PM** Remove Reaction chit from the game, add the white Indecision chit to draw cup, Remove 5 VA Cavalry if still in play (See Special Rule 4). Begin Artillery Rest Phase roll (Special Rule 11).

**1 PM** Event Chit Lee (CIC) and Arrival are added to Event Mix. Drayton's Brigade (5 units), G. T. Anderson's Brigade (5 units), Hex 1016 Play Note: These two Brigades arrive without their Division Commander (Jones, who does not arrive till 2 PM), so activation is only possible until then via the Arrival chit or CIC Lee.

**2 PM** Place DR Jones leader in draw cup.

**3:30 PM** Remove Indecision chit from the game. Place Hood leader in draw cup. Event Chit Command Confusion is added to Event Mix. Stevens' Brigade (5 units), Garnett's Brigade (4 unit), Kemper's Brigade (5 units), MacBeth's Artillery Hex 1016

**4 PM** Event Chit Longstreet\* is added to Event Mix, also +1 random event chit draw per Turn

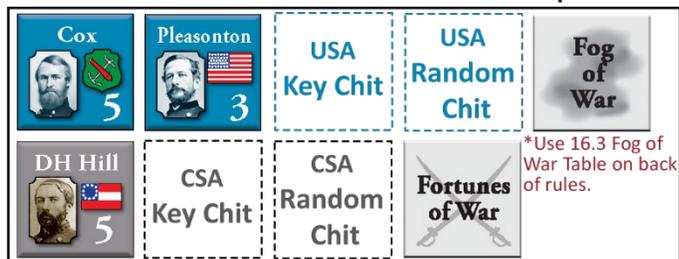
\*See Special Rule 5

**5 PM** Event Chit Double-Quick is added to Event Mix.

Wofford's Brigade (4 units), Law's Brigade (4 units) Hex 1016

**5:30 PM Walker's Brigade** (6 units), Hex 1016

## Activation and Event Chits in Draw Cup



At 4pm each side will randomly draw TWO chits in addition to the KEY CHIT to add to the draw cup (thus each side will have THREE event chits in the cup per turn, 2 Random and 1 Key chit).

## Starting Event Chit Mix



## Special Scenario Rules

- 1) Command Areas:** For command purposes (both sides), the National Road (Pike) separates the battlefield into a South (Fox's Gap) and a North (Twin Spurs) section. For the Union player, the IX Corps is committed to the South portion of the map, while the I Corps is committed to the North portion of the map. This means that any unit from a formation of that Corps may not move (nor advance) more than 2 hexes away from the National Road in a direction that is opposite of its command portion of the map. For example, a unit from I Corps (North) could legally move to hex 1820, or hex 2627, or hex 3634, but not beyond that. If for any reason (e.g., a retreat) a unit is forced outside of its Corps command boundary, it must move back into its Command Area at the earliest opportunity. If a formation sets-up in a Command Area, it is committed there for the entire game (e.g., Garland sets-up in South Command at Fox's Gap, so his Brigade may not go to North Command).

**Pleasanton's Cavalry** was tasked to protect the National Road (for later army advances), so those Union Cavalry units (including the 3 USC&G Horse Artillery Battery, as an exception to the normal rules) are assigned to North command. Historical Note: Benjamin's Battery (Wilcox's Division) was temporarily assigned to provide fire support for Pleasanton's cavalry, but in the game the Union player is free to deploy it anywhere.

The Confederate player is under no such Corps (Division) command restrictions, units (even portions of a Brigade) may be sent wherever desired (but see Special Rule 3). However, once committed to either the North or South areas of play,

those Confederate units must remain in those command areas for the remainder of the game. *For example, the Confederate player decides to send two units of G. B. Anderson's Brigade to support Fox's Gap. Those two units move towards Fox's Gap and are thus committed to the South command area for the remainder of the game.*

**IMPORTANT:** As long as a Confederate formation/units stay within 2 hexes of the National Road, they do not have to commit to either the North or South portion of the map until they actually move beyond the 2 hex limitation. *Continuing the above example, the other two regiments of G. B. Anderson's Brigade remain next to the Mountain House, so they are free to deploy later to the North or the South as the Confederate player sees fit.*

This rule in no way impacts Artillery which can freely move anywhere (but see above for the Union Horse Artillery unit, and also Special Rule 12 below).

*Play Note: It usually should be obvious for most units whether their commands are North or South, but we have included some markers in the mix for reference purposes if the need arises; use the markers on the map or on the Brigade Activation sheets as you wish.*

*Historical Note: Remember this is 19<sup>th</sup> Century combat. Union command was in flux (this was Hooker's first fight as a Corps Commander, Meade had just taken over the Division when Reynolds was sent away on assignment, and Hatch suddenly had to take over when King became ill with epilepsy) and their restrictions were tighter than the Rebels (D. H. Hill sometimes had to throw units of different formations ad hoc into the fray). While being historical, this rule also prevents gamey play.*

- 2) **Ripley's Brigade** – *Historical Note: Confederate General Roswell Ripley's Brigade was present at the South Mountain battlefield, but due to a series of miscommunications and misadventures, it failed to participate in the engagement (for which Ripley was heavily criticized). At 12 NOON, roll a die to see if Confederate Ripley's Brigade will enter the game (and when). The Union side will gain the indicated VP's depending on the die roll result listed below. If he appears, add Ripley's Brigade to the Confederate Order-of-Battle (arrives at the Mountain House, hex 1818 at the indicated time, and they may temporarily overstack):*

1	12 NOON (2 Union VP's)
2	2 PM (1 Union VP)
3	4 PM (1 Union VP)
4-6	Does not appear (0 VP)

- 3) **Colquitt's Confederate Brigade** is neither a North nor South command; instead Colquitt must stay with 6 hexes

of the Mountain House (1818), the Confederate HQ, for the entirety of the game. If forced outside that boundary (e.g., retreat) they must return to that area as soon as possible.

- 4) **Confederate** 5<sup>th</sup> VA Cavalry is commanded by Hill (treated as its own one unit Brigade). **Union** WV Cavalry is commanded by Cox (treated as its own Brigade). They may give or receive Support from/to any friendly unit, including Artillery. Both units are removed (just pick-up from the map), if still in play, to begin the 12:30 PM Turn. If previously eliminated, these units do count for VP purposes. *Play Note: This is a game function mechanic and is not a reflection on the fighting ability of either unit.*
- 5) **Confederate** General Longstreet's event chit arrives at 4 PM. When drawn, the **Confederate** player holds the Longstreet chit until he desires to play it by adding +1 to any just drawn **Confederate** Division Command Chit rating (so not CIC Lee). This modification is applied after the Command activation roll is made. If not used on the Turn drawn, Longstreet may return normally (either as a Key chit selection or via random draw) back to the draw cup for next Turn, as normal for event chits. *For example, Hood's Command chit (rating 4) is drawn from the cup. The Confederate player is holding the Longstreet chit. A roll of 5 normally would result in a Limited Activation for one of Hood's Brigades, but Longstreet is played for its +1 increase to Hood's Command Rating; Hood may then give a Full Activation to one of his yet un-activated Brigades.*
- 6) Use the Fog-of-War table labeled 16.3 on the back of the rules.
- 7) The **Indecision** chit enters play in the draw cup at the start of the 12:30 PM Turn and is removed from play to begin the 3:30 PM turn. This is denoted on the Turn Track. See 7.3c for this chit's affects (a harmful +2 DRM to Leader Activation attempts - but not CIC's - after being drawn that Turn). *For example, if Indecision is in play then D. H. Hill's rating would drop from a '5' to a '3'.*
- 8) Confederate units are prohibited from moving East of hexrow 35XX, inclusive. If a Union unit occupies Hex 1016, then Confederate reinforcements cannot appear until the hex is cleared. *Historical Note: Confederate command became aware of the approaching overwhelming Union strength and took care not to deploy their few troops too far forward, instead taking advantage of the mountainous terrain. This prohibition also alleviates a series of complicated reinforcement blockage rules and other such collateral issues.*

*Play Note: Like all Brigades, Reinforcements arriving between 12:30 PM to 3 PM are likewise potentially*

affected by the Indecision chit when it is in play. This creates a variability in reinforcement deployment instead of scripting the arrival times.

- 9) For **Confederate** G.B. Anderson's Brigade, It costs the Confederate player 1 VP per unit - beyond two units – released to the South Command area (i.e., Fox's Gap) prior to the 12:30 PM Turn. In other words, two of Anderson's units may freely deploy to the South Command before 12:30 PM, but if a third unit is sent then that's 1 VP given to the Union player and if all four units are sent South then that's 2 VP's given to the Union player. *Historical Note: The Confederates saw the "magnificent field of blue" marching west towards South Mountain, putting quite a dilemma on D.H. Hill. The Confederate player will face that same dilemma.*
- 10) The final two Turns of the game (**7 PM** and **7:30 PM**) are considered **Night** (this is noted on the Turn Track as a reminder). LOS is limited to 2 hexes and all Fire incurs an additional 2 column shift to the Left. Movement (all Orders) is halved, rounded up. Close Combat is unaffected by darkness. All units are considered unsupported at night.
- 11) **Artillery Rest:** Every Turn between **12:30 PM** and **3:30 PM** (inclusive), each side may activate 2 Artillery units only. If the two Artillery units are stacked together, they may Activate together. Follow the normal alternating sequence. If an active Artillery unit does not move or fire, it may rally or rebuild per normal rules (only one artillery may rebuild). *Historical Note: During a slow-down Batteries often rested, consolidated ammunition, and held firm at their posted positions until things heated up again or they received new orders.*
- 12) **Confederate Artillery Park:** The Rebel player pays a one-time 1 VP cost per Battery to send any one of his Artillery Park units (that setup within 2 hexes of 1216 to begin play) into the South Command Area (i.e., Fox's Gap) before the **12:30 PM** Turn. *For example, at 8 AM the Confederate player decides to send Carter's Battery to Fox's Gap (South Command) to support Garland; this costs him 1 VP to the Union. If he also sends Lane's Battery to Fox's Gap (South Command) before 12:30 PM, that would cost yet another VP.*
- 13) Any unit forced to Retreat off the map for whatever reason is routed, meaning that it goes to the Eliminated Box (not the Broken Track).
- 14) **REBUILD OPTION:** It is strongly recommended that players implement the optional REBUILD OPTION (series rules, section 13.2) for this scenario, at the very least for Brigades fighting in the morning at Fox's Gap. *Historical Note: The morning fight at Fox's Gap was fierce, and*

*formations were not ready to rejoin the fray later in the day. For example, Garland's Brigade lost its leader and suffered 40% casualties which effectively wrecked the formation.*

### Victory Determination

VP's earned **once** per game upon capture (and hold with any non-Artillery unit until the end of the indicated Turn, unless otherwise specified):

**UNION ONLY** (1 VP) occupy (not just control) - at the end of the **12:30 PM** Turn – Steven's House, **3127**

**EITHER** side (4 VP's) whomever controls - at the end of the **12:30 PM** Turn - Fox's Gap, **1927**

**EITHER** side (1 VP) whomever controls – at the end of the **12:30 PM** Turn – Wise's House, **1929**

**UNION ONLY** (10 VP's) achieve control of the Mountain House (**1818**) at the end of any Turn **prior to 3 PM**; these VP's are in addition to the VP's listed below.

**UNION ONLY** (1 VP): achieve control of the D. Hutzel House (**1229**) at the end of any Turn **prior to 3 PM**; this VP is in addition to the VP listed below.

VP's earned only at the **end of the game**:

**EITHER SIDE** (5 VP's): Mountain House, **1818**

**EITHER SIDE** (3 VP's): Fox's Gap, **1927**

**EITHER SIDE** (2 VP's): Moser House crossroads, **2206**

**EITHER SIDE** (2 VP's): Bent House, **2617**

**EITHER SIDE** (1 VP): Widow Main House, **2808**

**EITHER SIDE** (1 VP): D. Hutzel House, **1229**

**UNION ONLY** (10 VP's): Zittle House, **1216**

**CONFEDERATE ONLY** (3 VP's): Frosttown, **3115**

**CONFEDERATE ONLY** (3 VP's): D. Beachley House, **2725**

**CONFEDERATE ONLY** (1 VP): Mentzer's Saw Mill, **3038**

In addition, each player receives  $\frac{1}{2}$  VP for each one step (side) enemy Infantry unit on the Broken Track or eliminated at the end of the game, and **1 VP** for each enemy two sided (steps) enemy Infantry unit, or any Artillery unit, or any Cavalry unit on the Broken Track or eliminated at the end of the game. Also, the **Union** may receive an additional VP for **Confederate** Ripley's Brigade's appearance (see *Special Rule 2*).

Subtract **Confederate** VP's from **Union** VP's (retain any fraction), and if the total is 3 or more the **Union** side has prevailed. If the difference is 0 or less, the **Confederates** have won. If the result is 1 or 2, the battle is a Draw.

**UNION AUTOMATIC VICTORY** – If the **Union** occupies or was the last to pass through (with any Infantry unit) the following six hexes at the end of any Turn, they have achieved an Automatic Decisive Victory:

Mountain House (Hex **1818**), Zittle House (Hex **1216**), D. Beachley House (Hex **2725**), Mentzer's Saw Mill (Hex **3038**), Frosttown (Hex **3115**), and Moser's Crossroads (Hex **2206**).

*Historical Note: In essence, the Union establishes a broad front advance and potentially traps part of Lee's Army at South Mountain, which would have had a key impact at Antietam 3 days later.*

**Confederate Player Notes:** *The Confederate army is somewhat brittle so the Rebel player will have to wisely balance giving up terrain versus the potential of heavy losses (and resulting VP's to the Union side). You will have to carefully judge how much strength to (permanently) send to South Command for the fight at Fox's Gap, and how much strength to preserve for the North (VP's and also to prevent a Union Automatic win). Just throwing units at more powerful Union formations likely will result in excessive Confederate losses disproportionate to the historical battle. Consider use of your Rally! chit to try and bring back eligible units from the Broken Track, especially while the Union player is unable to do so after 12:30 PM (when his Rally! chit is removed from the game). When the Indecision chit is in effect, you may not be able to deploy proper defensive positions (especially to the extent of the North Command area), so as soon as practical prepare for the inevitable Union assault there. Finally, don't be overwhelmed by enemy numbers late in the day, terrain and time are your friends.*

**Union Player Notes:** *Why doesn't the Union just use its superior strength to march up the National Road and smash their way through to victory? Well you can certainly try, but because of the vagaries of the activation system and the stacking rules, more often than not Brigades will simply just get in each other's way. The historical commanders knew that this blunt approach was an inefficient use of massed formations, so spreading the Rebels out should allow most of your formations to engage. You'll often be faced with a decision whether to push forward Brigades in play for piecemeal attacks or wait and bring on additional Brigades for much-needed attack support. Note that we shifted I Corps reinforcements to Mount Tabor Church to avoid extreme counter clutter at Bolivar, and also to remind players of the North/South Command Area limitations (Mount Tabor is basically a Turn's march from Bolivar). You will lose your Rally! chit at 12:30 PM, reflecting extreme fatigue and ammunition shortage – multiple Union regiments did withdraw due to such considerations before the battle was actually over. Do not despair if you roll poorly for post-Indecision activations, you have plenty of Brigades available and should be able to move at least some of them forward. Finally, while a rich source of VP's, Fox's Gap is not required for a Union Automatic Victory. While it's unlikely that the South will be able to capture their specific objectives by game's end, those objectives are in place to keep the Union player honest.*

### Credits

*Game Research and Design:* Steve Carey

*Game Map:* Edmund Hudson

*Game Counters:* Charlie Kibler

*Box art:* Mark Mahaffey

*Game Development:* Roger Miller

*Exclusive Rules Editing:* Julie Dawn Feind and Jeff Grossman

*"Blind Swords" System Designer:* Hermann Luttmann

*Playtesters:* Stephen Campbell (Lead Playtester), Richard Handewith, John Leggat, Roger Miller, Leo Paulo, Steven Popper, Alan Sawyer

16.1 Fog of War Table	
1-3	<b>No Event</b>
4	<b>Union Leader Casualty</b> - ( <i>Lt. Colonel Rutherford B. Hayes, wounded</i> ) <b>The Union 23 Ohio Regiment is always considered Supported for the remainder of the scenario.</b> Place reminder marker. This event may occur just once, ignore if rolled again. <i>Historical Note: After being wounded, Hayes refused to leave the field and thus continuously inspired the troops with his gallantry.</i>
5	<b>Confederate Leader Casualty</b> - ( <i>General Samuel Garland, killed</i> ) <b>For the remainder of the current Turn, all units in Garland's Brigade are considered Unsupported</b> (they can neither give nor receive Support). Place reminder markers on effected units. This event may occur more than once. <i>Historical Note: As word of Garland's death spread throughout his Brigade, his regiments became dispirited.</i>
6	<b>Friendly Fire</b> - Roll a die, on a <b>1-3</b> the Confederate player gets the marker and on a <b>4-6</b> the Union player gets the marker. This chit may be held until an enemy unit(s) attempts to Fire or initiate a Close Combat. If Fire, the entire Fire is cancelled. If Close Combat, the entire Close Combat is cancelled (i.e., there is no Defensive Fire). If not used by the end of the Turn, it is discarded. <i>Play Note: The Friendly Fire chit never goes into the draw cup. This event may occur more than once.</i>

16.2 Fog of War Table	
1-2	<b>Charge!</b> – The Union player receives the Charge event chit for play this turn. It remains in the available pool for future turns. <i>Ignore this result if rolled again.</i>
3-4	<b>Union Fatigue</b> - The Confederate player selects any one Union unit that does not have a Morale Hit marker and give it a "Shaken" marker.
5-6	<b>Good Ground</b> - The Confederate player chooses one of his occupied hexes (any terrain type, even Clear) and places a 'Good Ground' marker on it; units(s) in that hex receive an additional 1 Left column shift when defending against enemy Fire or Close Combat. The hex keeps the 'Good Ground' marker until any unit (friendly or enemy) moves into or leaves the hex, then remove it. If no 'Good Ground' marker is available (there are 2), ignore this roll. <i>Play Note: an in-play Good Ground marker cannot be just picked up and moved elsewhere; there must be a marker not in-play to implement this event. The event represents defenders finding a favorable terrain niche that is below the scale of the game.</i>

16.3 Fog of War Table	
1	<b>Huzzah!</b> – Union units may only advance 1 hex after any Close Combat; thus, Union two-hex advances after CC are prohibited for the remainder of this Turn.
2	<b>Rough Going</b> – For the remainder of the Turn, Union units under a Maneuver Order (only) subtract 2 MP's from their Movement Allowance (so from 7 MP to 5 MP). There is no effect on Union formations that are not under a Maneuver Order.
3	<b>Wayward Confederate Move</b> – The Union player may move any Confederate unit 1 hex in any direction (this does not trigger Withdrawal Fire). The unit may not be moved across prohibited terrain nor off the playable map area, it may not exceed stacking rules, nor may Artillery violate the 2 hex engagement rule.
4	<b>Wayward Union Move</b> – The Confederate player may move any Union unit 1 hex in any direction (this does not trigger Withdrawal Fire). The unit may not be moved across prohibited terrain nor off the playable map area, it may not exceed stacking rules, nor may Artillery violate the 2 hex engagement rule.
5	<b>Possible General Casualty</b> – Roll two dice and read the roll as a number from <b>11</b> to <b>66</b> (with red being the tens digit and white being the ones digit). Then consult the General Casualty Table for the result. If the listed General does not yet have a Brigade in play, ignore this event.
6	<b>Friendly Fire</b> - Roll a die, on a <b>1-3</b> the Confederate player gets the marker and on a <b>4-6</b> the Union player gets the marker. This chit may be held until an enemy unit(s) attempts to Fire or initiate a Close Combat. If Fire, the entire Fire is cancelled. If Close Combat, the entire Close Combat is cancelled (i.e., there is no Defensive Fire). If not used by the end of the Turn, it is discarded. <i>Play Note: The Friendly Fire chit never goes into the draw cup. This event may occur more than once.</i>



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