

Antietam

F.A.Q. 10-14-2010

Rule Change: Remove restriction on Advance After Combat across bridges from the CRT. Units may advance if the defending hex is vacated after combat.

I don't see buildings (e.g., Sharpsburg) mentioned, nor are they on the TEC - any effect for combat, movement, or artillery LOS? **They have no effect on play.**

The Sequence of Play on the inside back cover mentions removing Disorganized markers in both Step 1 and Step 4 (11.4 says Step 4). **It should be Step 4.**

The 2 result (Lose 1 step and either retreat 1 hex or lose an additional step) contradicts with 11.8 (Lose two steps. Any unit remaining must retreat one hex). Which is correct? **Lose 1 step and either retreat 1 hex or lose an additional step.**

7.1 do Artillery losses count for the Loss Track? **Yes, 1 step.**

7.3 Confused by the "appropriate brigade" comment when splitting Divisions as there are 1 and 2 strength brigades available? And the rules only mention Confederate Divisions; how do Union Brigades then enter play? **Appropriate meaning from the same Wing. Union brigades enter the same as Confederate; by reducing a division but only by optional rule.**

9.1 indicates 1 hex movement under Attack and Defense orders, yet 10.0 relates that orders indicate how many movement points a unit can use. And under Advance, does 1/2 mean an infantry division could move up to 2 hexes or use only 2 MPs? **Under Attack or Defense it is just as it says: a unit may move one hex. Under Advance, a unit has half its MP available; so 2 MP.**

9.1.5 Example of Play #2: Regarding the hypothetical case after "However, let's say...", assume that no orders have yet been played on the defending units.

9.2 mentions "one" breastwork; is this one breastwork per hex (i.e., no +2 possible) or only one breastwork can be placed per Defense Card? In other words, I have two units eligible to place a breastwork in their hex when a Defense card is played for the command - can they both place one in their hex? **One per hex only and one per Defense card play.**

11.1.1 Assuming a terrain feature only applies to 1 unit in a multi-hex attack (say 1 unit out of 2 is attacking uphill or

across a river), does the defender benefit from the terrain modifier? **Yes, it still benefits the defender (one of the attacking hexes would still be attacking at a disadvantage).**

11.3 Can you fire from 1804 (level 3) to 2003 (level 0)? **No, you cannot since the intervening hex is higher than the target. It was an intentional design decision to eliminate questions of realistic (and much more complex) LOS depending on how much of a hex is occupied by the terrain.**