

ERRATA FOR
Bloodiest Day:
The Battle of Antietam
Effective Date: May 15, 1996

Note: This errata incorporates that of July 18, 1995. New additions to the earlier errata are designated with a “*”

IMPORTANT CORRECTION: In a vain attempt to clear up the rule for how the impulse marker advances (Rule 4.0, 2. Action Phase) the designer naturally screwed it up. The next to last sentence of the second paragraph should read as follows.

“If the $DR \leq$ the Impulse Number, the Action Phase ends IMMEDIATELY. The Union Player does NOT carry out his impulse. Play proceeds immediately to the Rally and Reorganization Phase.”

Note that the turn ends if the DR is less than or equal to the current impulse number; and the Union Player does not get to have the impulse. For example: The Confederate Player advances the impulse marker to the 9+ space on the track at the end of his impulse. The Union Player rolls the dice, getting a 9. The Action Phase ends immediately and the Union Player does not get a chance to act.

CORRECTION: The movement examples on page 11 are incorrect. The cost to enter an area containing only Spent enemy units (Area C in the example) is only 2 MPs, not $1 + 2 = 3$ MPs as shown in the example. Similarly, the cost to enter an area containing any Fresh enemy units (area D) is only 3 MPs, not 4.

IMPORTANT ADDITION: 8.7 Bridges and Fords. A player may make no more than one attempt to capture a bridge or find a ford in a given area in a single impulse, no matter how many units he activates for that purpose.

***IMPORTANT CORRECTION:** If units of both sides are present in an

area, then neither side may conduct volley or bombardment into that area. Similarly, the units there may not bombard or volley, either against enemy forces in their area, or against adjacent ones. Ultimately, if both sides have units in an area, the only combat that can occur there is assault.

***CORRECTION:** In rule 9.5.4 (Artillery in Assault & Volley), Item 2), delete the statement “An artillery unit serving as Lead Attacking unit cannot also provide support to the same attack.” Actually, artillery cannot be the Lead Attacking unit in assault, and cannot participate in volley at all.

***CORRECTION:** Rule 9.6.1 Allocation of Casualty Points. Combat results affect only the actively attacking units, but affect all defenders. In addition, combat results never affect bombarding artillery.

COUNTERS: The Union 3/II has the designator 2/II on the front of the counter. It has the correct designator on the reverse. The corps badge is correct.

CHARTS: The note that movement costs are not additive means that the player uses the single highest cost to enter an area. For example, the cost to enter an area which contains only a Spent enemy unit and which is also a clear area adjacent to Fresh enemy artillery is 2. You do not add the cost for moving adjacent to artillery. The attacker ALWAYS chooses the lead defender in a bombardment (including a long-range bombardment), with the requirement that if there are any Fresh defenders present, the chosen unit must be one of them. The rules are correct; the chart is not. **NOTE THAT THIS IS THE ONLY TIME THE ATTACKER CHOOSES THE LEAD DEFENDER.** The Bridge/Ford Chart should include the notation that cap-

turing a bridge or finding a ford requires a modified DR greater than 7.

The following questions came up during early playings of the game:

1). 3 Fresh defenders-Bombardment attack resulted in 3 CPs. Does a 2nd fresh unit have to be spent to satisfy the result?

A) Yes. The defender must absorb at least the number of CPs generated by the attack, beginning with the designated target/lead defender.

2). DV vs Bombardment: Does it include the strength of the highest defender (per player card) or not (per rules)?

A) The attacker ALWAYS chooses the lead defender in a bombardment (only—including a long-range bombardment), with the requirement that if there are any Fresh defenders present, the chosen unit must be one of them. The strength of the lead defender is added to twice the TEM (plus any artillery modifier allowed) to determine the DV. In a way, both the rules and the chart are wrong!

3) Can you Bombard into an area containing troops of both sides?

A) No. You may NOT bombard into an area containing friendly units.

4) Re-reorganizing artillery: CSA divisional artillery is only one per division. Can it be reorganized? If yes, how?

A) Yes. The Confederates do not have to reorganize by parent formation. Any artillery unit with at least the same number of strength points as the reorganized unit may be removed to return it to play. Note also that Union reorganization depends only on the corps commander, NOT the division. Thus, a unit from 1/I could be removed to reorganize a unit from 2/I, but not from 1/V.