

A Greater Victory (South Mountain,1862) ZIPLOC



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Rating: Not Rated Yet

Price

Price £78.95

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Manufacturer [REVOLUTION GAMES](#)

Description

ZIPLOC VERSION

The game features two small, quick playing scenarios (Fox's Gap and then the actions around Frosttown), along with a long scenario covering the full day's engagement. Each scenario has its own Fog-of-War table to more accurately reflect that particular phase of the battle.

The Order-of Battle has not relied upon customary "paper strength", but a more accurate number of effectives for each regiment and brigade, so expect some surprises here.

Taking advantage of the proven Blind Swords system, AGV has been injected with abundant history while still offering players a plethora of choices as to where and how to deploy their troop formations. Being heavily outnumbered, the Confederates must conduct a skillful defense while the Union will have to effectively coordinate their powerful brigades over brutal terrain. With the climatic battle of Antietam just three days distant, casualties at South Mountain are also an important consideration.

I want to point out that I've also focused the design to be an excellent solitaire study, made possible by the historically desperate position that DH Hill found himself - from forgotten rear guard to frontline army savior.

The single map (by Edmund Hudson) and counters (by Charlie Kibler) are truly excellent.

Components:

352 5/8" Counters

22 x 34 inch Map

Exclusive Rulebook

Series Rulebook

2 Event Description Cards

2 Combat Results Table Cards

1 General Records Track

2 Player Reference Cards

2 Brigade Activations Cards