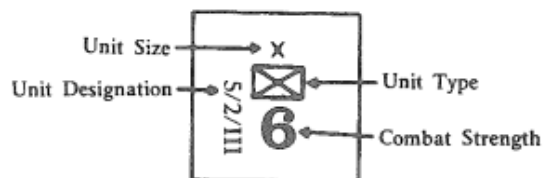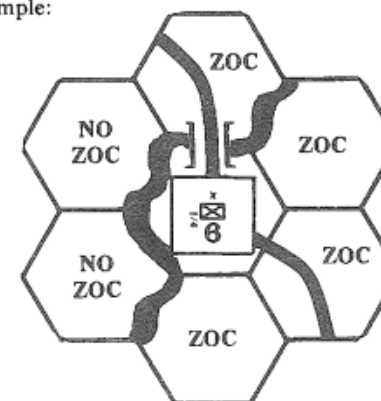# Blue and Gray Rules Recap: *Here are the important rules you need to know! -- RHG*

Sequence of Play: This is the standard Move-Fight Game. Units of one side Move, then attacks units that are adjacent. The other side repeats the process. **[4.0]**

Movement: ALL units in the game have a movement allowance of 6. Thus ONLY the Combat Strength is on the counter. **[2.4]**

ZOC: Every hex adjacent to a unit is in that unit's Zone of Control. (ZOC.) [6.0] ZOC does not extend into non-passable hexsides. [6.6] If a moving unit enters an enemy ZOC it must stop. [5.13, 6.0]
*During a night turn, units may NOT **enter** (or leave) an enemy ZOC.* [10.2]

Units can never leave the ZOC via *movement* – only via *Combat*. [6.3]

Combat: Every adjacent unit MUST be attacked. Every unit in an Enemy ZOC MUST attack someone. [7.11,7.12]
Exception: *During a night turn, no attacks are possible.* [10.1] Units stacked together must attack the same unit(s). [7.22]

Artillery, *if not in an enemy ZOC,* can bombard (attack a unit two or three hexes away) if they have Line of Sight. (LOS) If artillery is adjacent to a unit, they *must* use their combat strength on an adjacent unit, *and may not bombard anyone else.*

Infantry and *Cavalry* units may only attack if adjacent to an enemy unit. *Artillery* attacks if adjacent, or bombards non-adjacent if they have **LOS** (Line of Sight.) Only **Forest** (*with or without **Rough** Terrain*) and **Towns** block LOS THROUGH the hex. *Artillery* may fire INTO these hexes, but not through them. In these games LOS along a hexspine is clear unless BOTH hexes are blocking terrain.

If stacked together, bombarding Artillery units MUST attack the same target hex. [8.14]

Thus, if a friendly unit has two units in its ZOC, Artillery may meet the attack requirement of one of the enemy units. Thus, if a friendly unit is adjacent to 2 enemy units, a bombarding artillery can be used to attack one of the units, allowing the friendly unit to use its combat attack against one of the two, as the arty has met the requirement for the attack of the other.

Bombarding Artillery do NOT take the adverse results of a combat [8.15], but *may choose* to take an 'Attacker Retreat' result if they wish. [8.16]

Retreat: Retreat may only enter hexes free of Enemy ZOCs. If a unit cannot retreat without entering an enemy ZOC, it will be eliminated. Retreating units may enter a hex with friendly units, but will displace a unit if the hex is at the stacking limit. [7.7]

Advance After Combat: If an enemy unit is retreated or eliminated, one friendly unit that participated in the attack may advance into the hex ignoring other Enemy ZOCs. This is optional, but must be done before the next combat is resolved. [7.75, 7.76] (This may deny a retreat path for the next defender.)