BLUE & GRAY
STANDARD RULES
for the games

SHILOH, ANTIETAM, CEMETERY HILL, CHICKAMAUGA,
FREDERICKSBURG, HOOKER & LEE, CHATTANOOGA, WILDERNESS

Copyright © 1975, Simulations Publications, Inc., New York, N.Y.

BLUE & GRAY
STANDARD RULES
OUTLINE

1.0 INTRODUCTION
2.0 GAME EQUIPMENT
2.1 The Game Map
2.2 Game Charts and Tables
2.3 The Playing Pieces
2.4 How to Read the Units
2.5 Game Scale
2.6 Parts Inventory
3.0 SETTING UP THE GAME
4.0 SEQUENCE OF PLAY
4.1 Sequence Outline
5.0 MOVEMENT
5.1 Prohibitions
5.2 Effects of Terrain
5.3 Effects of Friendly Units
6.0 ZONES OF CONTROL
7.0 COMBAT
7.1 Which Units Attack
7.2 Multiple Unit and Multi-Hex Combat
7.3 Combat Strength Unity
7.4 Effects of Terrain
7.5 Diversory Attacks
7.6 Explanation of Combat Results
7.7 Retreating and Advancing as a Result of Combat
7.8 Displacement
7.9 Voluntary Reduction of Combat Odds
8.0 ARTILLERY
8.1 Bombardment Attacks
8.2 Combined Attacks
8.3 Line of Sight
8.4 Adjacent Attacks
8.5 Defense
9.0 TERRAIN EFFECTS CHART
10.0 NIGHT RULES
10.1 Effect on Combat
10.2 Effect on Movement
11.0 OPTIONAL RULE: ATTACK EFFECTIVENESS
11.1 How Effectiveness is Lost
11.2 Results of Loss
11.3 Enemy Zones of Control
11.4 Recovery of Attack Effectiveness
12.0 DESIGNER’S NOTES

[1.0] INTRODUCTION

The Blue & Gray Game System is an operational simulation of warfare during the American Civil War era. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

Two rules folders are provided. The first contains Standard Rules, which are common to all the games in the Blue & Gray system. The second folder contains Exclusive Rules for the game you have purchased, and Initial Deployment and Reinforcement Rules for this game only.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing pieces, more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games’ designers to concentrate on the realism aspect of the games. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" map portrays the area in which the battle was fought. It includes all the significant terrain in the battle. It also displays a variety of the terrain charts and tables which assist play.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it flat.

[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the players in order to simplify and illustrate certain game functions. These are the Terrain Effectiveness Chart, the Combat Results Table, the Reinforcement Chart, and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as “units.”

[2.4] HOW TO READ THE UNITS

Unit Size + X
Unit Type

Unit Designations
Confederate units are identified by their commander’s name. Union units are identified by numerals in this sequence: brigade/division/corps (roman numeral). Example: “2/3/1V” is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types
X Infantry
C Cavalry

Unit Sizes
111 = Regiment
XX = Division
X = Brigade
XXX = Corps

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes which a unit may be moved in a single Movement Point; the Movement Allowance for all units is six Movement Points. More than one Movement Point may be expended for each hex entered.

[2.5] GAME SCALE

Each hexagon on the map represents 400 meters of real terrain from side to side. Each Strength Point represents between 250 and 350 men.

[2.6] PARTS INVENTORY

Field Games: Quadrangle Games
Game Map 1 4
Die-Cut Counter Sheet 1 4
Standard Rules Folder 1 2 identical
Exclusive Rules Folder 1 4 different
Die (or Randomizer) 1 1
Game Box 0 1
Folder (Folder) 1 0
If any of these parts are damaged or missing, write Customer Service
Simulations Publications, Inc., 44 East 23rd Street
New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to Game Questions Editor at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent Union forces; the gray colored pieces represent Confederate forces. The mapsheet should be unfolded and then backfolded against the creases to make it lie flat. Players should determine who will be the Confederate Player and who will be the Union Player.

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength, and Designation of each unit which is in play on the map during the first Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules folder. These Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.
[4.0] SEQUENCE OF PLAY
The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE
The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN
A. Movement Phase: The Phasing Player may move all, some or none of his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player’s units may not move.

B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player’s units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN
The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE
The Game-Turn marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:
During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:
Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance. The Movement Allowance of all units is six Movement Points. Thus, a unit can move through six clear terrain hexes in a single Movement Phase.

[5.1] PROHIBITIONS

[5.1.1] Movement may never take place out of sequence. A Player’s units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player’s Movement Phase, and during both Player’s Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.1.2] A unit may never enter a hex containing an enemy unit.

[5.1.3] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.1.4] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] Once a unit has been moved, and the player has moved from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.2.1] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend up to six Movement Points. And some hexes are prohibited to movement entirely (See 9.0, Terrain Effects Chart).

[5.2.2] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends one Movement Point, regardless of other terrain in the hex.

[5.2.3] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends two Movement Points if the hex being entered contains forest and/or rough terrain. If the hex being entered contains clear terrain, the unit expends one Movement Point.

[5.2.4] Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never enter their movement in a river ferry hex. They may enter a river ferry hex only if they retain sufficient Movement points to enter the river ferry hex and the hex on the opposite bank in the same Movement Phase, and may only enter and exit through the hexsides to which the arrow indicators point.

[5.2.5] Units may never cross creek hexes. They may cross creeks only by moving through bridge or ford hexsides. There is no additional cost for moving through a bridge hexside. Movement through a ford hexside costs one additional Movement Point. Example: If a unit moves through a ford hexside into a forest hex, the cost is four Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.3.1] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.3.2] A Friendly unit may end any Phase stacked in the same hex with one other Friendly unit. That is, a maximum of two units (regardless of strength or unit type) may be stacked in a single hex.

[5.3.3] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.3.4] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:
The six hexagons immediately surrounding a hex constitute the Zone of Control of any units that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the movement of Enemy units. All units must cease movement when they enter an Enemy controlled hex.

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.

[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit’s hex, with this exception: Zones of Control never extend through non-bridge and non-ford creek hexes or into River Ferry hexes.

Example:

[7.0] COMBAT

GENERAL RULE:
Combat between adjacent opposing units is mandatory. Artillery units (6.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:
The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: if thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a
combat result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combat results may be resolved in any order that the Attacker wishes, so long as all combat results are resolved during that Combat Phase.

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player’s units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player’s units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTI-Hex COMBAT

[7.21] All units defending in a given hex must be attacked as a single strength. The defender may not withhold a unit in a hex under attack. The attacker must attack all the units in a stack together; the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not be attacked separately.

[7.22] If more than one attacking unit is in a given hex, these units must be used as an integral Combat Strength. They may not be used in separate attacks.

[7.23] If a Phasing Player’s unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.24] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (for units engaged within range of the Enemy occupied hex.

[7.25] Attacks may involve any number of attacking or defending units on different hexes. For the attacks to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the addition of bombarding artillery units, which need not be adjacent.

[7.3] COMBAT STRENGTH UNITY

A given unit’s Combat Strength is always unitary; it may not be divided among different combat strengths either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: a unit with a Combat Strength of “5” would defend, on a Rough Terrain hex, at an effective Strength of “10”. See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds by allotting most of the attacking force to the major objective. These attacks are known as “Diversional” or “Holding Attacks”.

[7.6] EXPLANATION OF COMBAT RESULTS

(See Exclusive Rule Phases)

A = Attacker Eliminated. All Attacking units are eliminated (remove from the map).

D = Defender Eliminated. All Defending units are eliminated.

Ex = Exchange. All Defending units are eliminated. The Attacking Player must eliminate Attacking units whose total, printed (face value) Strength at least equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = Attacker Retreats. All Attacking units must retreat one hex.

Dr = Defender Retreats. All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player’s units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves. Two units in the same hex may retreat in two different directions.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72) or it may stack with some other Friendly unit (within the stacking restrictions) so long as the unit it stacks with is not in an Enemy controlled hex. If there is no other alternative, it may displace an adjacent Friendly unit (see 7.8).

[7.74] If a unit is retreated into a Friendly hex which is subsequently attacked by Artillery bombardment, the already retreated unit does not contribute its Combat Strength to the defense (see 7.14), but it does suffer the result of the attack.

[7.75] Whenever a hex is vacated as a result of Combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of Combat. After advancing, units may neither attack nor be attacked that Phase (see 7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advancing units are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[7.76] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only one hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions (5.31), then one of the units in the hex must be displaced. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled hexes or other prohibited hexes. One retreating unit replaces only one unit in a stack; two retreating units displace two.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fly during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a ‘5-1’ attack. Player announces that he desires a ‘3-1’ attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY

GENERAL RULE:

Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two or three hexes distance. Artillery units must participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or not). Unlike other units, Artillery units are never destroyed or forced to retreat when bombarding a unit, although they are affected by all combat results when they are adjacent to the unit they are attacking.

PROCEDURE:

Determine the odds of the attack in exactly the same manner as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a non-adjacent hex) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent Artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result.

[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to three hexes distant, but they are never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit’s hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] If two Artillery units in the same hex are bombarding, they must both bomb the same hex.

[8.15] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks.
[8.16] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the Combat Result.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Bombard Strength to the attack.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if both hexes adjacent to that hexside are blocking terrain.

[8.33] Hexes containing Forest (with or without Rough) and Town terrain are the only blocking hexes. Rough terrain by itself does not block.

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units may fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS

[8.41] When in the controlled hex of an Enemy unit, Artillery units must participate in an attack against adjacent Enemy units(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the Combat Results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] An Artillery unit may make a bombardment attack when across a creek hexside from the only adjacent Enemy unit. Any Enemy unit within range could be bombarded, even the adjacent unit across the Stream hexside.

[8.5] DEFENSE

[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all Combat Results in the same manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN EFFECTS CHART

(See Exclusive Rules Folder)

[10.0] NIGHT GAME-TURNS

GENERAL RULE:
The tinted Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than day Game-Turns, in which the Combat Phase is omitted.

[10.1] EFFECT ON COMBAT

There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT

Movement restrictions during Night Game-Turns are identical to Day Game-Turn Movement restrictions, with one addition. Units may not enter Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] OPTIONAL RULE: ATTACK EFFECTIVENESS

GENERAL RULE:
Whenever a unit receives an Attacker Retreat (Ar) result due to combat, its unit marker is inverted (turned face-down), and it becomes ineffective. It remains ineffective until a Night Game-Turn or, if no Night Game-Turn ensues until the end of the game. When units are face-down on the map, such units have lost Attack Effectiveness and may only defend.

PROCEDURE:
The backs of the die-cut counters are, of course, blank. Players may wish to pencil in lightly the strength of their units. This will obviate having to look under an Ineffective unit when it is attacked.

[11.1] HOW EFFECTIVENESS IS LOST

Attack Effectiveness is lost by attacking units only, when they suffer a Combat Result of Attacker Retreat. Units only lose Attack Effectiveness when they attack from an Enemy controlled hex. They lose it regardless of whether they moved into the adjacent position or the Enemy did.

[11.2] RESULTS OF LOSS

Ineffective units may not attack, nor may they enter an Enemy controlled hex, until they have recovered their Attack Effectiveness. They may continue to move and defend in a normal manner, and retain a Zone of Control.

[11.3] ENEMY ZONES OF CONTROL

[11.31] If, at the beginning of any Friendly Combat Phase, a Friendly Ineffective unit is in an Enemy controlled hex, either all the Enemy units must be retreated in combat so that no Enemy Zone of Control is in the Ineffective unit's hex, or the Friendly Ineffective unit must retreat according to the rules of Retreat After Combat (see 7.7). This does not allow an Optional Advance by an opposing unit.

[11.32] An ineffective unit which does not begin the Combat Phase in an Enemy controlled hex is not required to retreat as outlined in 11.31, even if (due to advance of Enemy units after combat) the unit is in an Enemy controlled hex at the end of the Combat Phase.

[11.4] RECOVERY OF ATTACK EFFECTIVENESS

The loss of Attack Effectiveness continues for a given unit until the end of any Night Game-Turn. At the end of any Night Game-Turn, all units are immediately flipped face-up and resume, in the following Game-Turn, a full Attack Effectiveness. Full Attack Effectiveness.
[13.0] INTRODUCTION

**Battle of the Wilderness** is a tactical level simulation of the battle between the Union Army of the Potomac and the Confederate Army of Northern Virginia, which took place during early May, 1864, in the area south of the Rapidan River in Virginia known as “the Wilderness.”

[14.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Charts, an “a” following the unit’s Strength means the unit is artillery; all other unspecified units are infantry.

[14.1] CONFEDERATE ARMY

<table>
<thead>
<tr>
<th>Hex</th>
<th>Type Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0414</td>
<td>5 Stafford (Stafford)</td>
</tr>
<tr>
<td>0415</td>
<td>6 Stinwall (Stonewall)</td>
</tr>
<tr>
<td>0416</td>
<td>5 Stuart</td>
</tr>
<tr>
<td>0417</td>
<td>6 Jones</td>
</tr>
<tr>
<td>0318</td>
<td>6 Battle</td>
</tr>
<tr>
<td>0319</td>
<td>5 Doles</td>
</tr>
<tr>
<td>0419</td>
<td>7 Daniel</td>
</tr>
<tr>
<td>0217</td>
<td>7 Gordon</td>
</tr>
</tbody>
</table>

[14.2] UNION ARMY

<table>
<thead>
<tr>
<th>Hex</th>
<th>Type Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0218</td>
<td>6 Pegram</td>
</tr>
<tr>
<td>0118</td>
<td>6 Hays</td>
</tr>
<tr>
<td>0119</td>
<td>2a 2</td>
</tr>
</tbody>
</table>

[14.3] PLAYER SEQUENCE

[14.3.1] The Confederate Player is the First Player. His Player-Turn is the first Player-Turn in every Game-Turn.

[14.3.2] The game consists of sixteen Game-Turns. Turn Eight is a Night Game-Turn.

[15.0] REINFORCEMENTS

**GENERAL RULE:**

Players may receive Reinforcements according to the Reinforcement Chart. These reinforcement units are placed on the edge of the map in the hex indicated on the Chart. Reinforcing units arrive during the Player’s Movement Phase of the Game-Turn indicated. Reinforcing units arrive in column formation (one behind the other), during the Player’s Movement Phase of the Game-Turn indicated. The Owning Player may determine the exact order of arrival at the point at which he moves the reinforcements onto the map. Note: The order in which the reinforcement units are listed is the historically correct order of arrival.

**PROCEDURE:**

The Player should visualize the reinforcements as arriving from a chain of hexes which are off the map. Thus, the first unit to arrive at that hex in the Turn is considered to have expended one Movement Point to get there; the second unit is considered to have expended two Movement Points to get there, and so forth.

**CASES:**

[15.1.1] **REQUIREMENTS**

[15.1.11] The Owning Player may enter his reinforcements on the map at any time during his Movement Phase.

[15.1.12] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.

[15.1.13] Reinforcements may enter the map directly into an Enemy Zone of Control. They may not enter an occupied hex. If the entry hex is occupied, the reinforcing unit may enter the nearest unoccupied hex.

[15.1.14] Units forced off the map by combat are considered eliminated for Victory Point purposes.

[15.1.15] Reinforcement units expend one Movement Point to be placed on the entry hex.

[16.0] REINFORCEMENT CHART

[16.1] CONFEDERATE ARMY

<table>
<thead>
<tr>
<th>Type Designation</th>
<th>Appearance on Game-Turn One on hex 0128:</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Cooke</td>
</tr>
<tr>
<td>9</td>
<td>Kirkland (Kirkland)</td>
</tr>
<tr>
<td>8</td>
<td>Walker</td>
</tr>
<tr>
<td>6</td>
<td>Davis</td>
</tr>
<tr>
<td>8</td>
<td>Lane</td>
</tr>
<tr>
<td>7</td>
<td>Thomas</td>
</tr>
<tr>
<td>8</td>
<td>Scales</td>
</tr>
<tr>
<td>8</td>
<td>McGowan (McGowan)</td>
</tr>
<tr>
<td>2a</td>
<td>3</td>
</tr>
</tbody>
</table>

Appearing on Game-Turn Five on hex 0118:

<table>
<thead>
<tr>
<th>Appearance on Game-Turn Nine on hex 0728 or hex 0627:</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>7</td>
</tr>
<tr>
<td>4</td>
</tr>
<tr>
<td>5a</td>
</tr>
</tbody>
</table>

[16.2] UNION ARMY

<table>
<thead>
<tr>
<th>Type Designation</th>
<th>Appearance on Game-Turn Four on hex 2326:</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>2/3/11</td>
</tr>
<tr>
<td>10</td>
<td>1/3/11</td>
</tr>
</tbody>
</table>
[17.0] SPECIAL RULES

[17.1] CONFEDERATE MOVEMENT

[17.11] All Confederate units may move along trails at the Road Movement rate, i.e., one Movement Point per hex.

[17.12] Confederate units may enter forest hexes as though they were moving along trails, i.e., two Movement Points per hex.

[17.13] These changes in the Terrain Effects only affect the movement of Confederate units and in no way alter the normal combat effects associated with the terrain.

[17.2] UNION MOVEMENT

[17.21] During the first day (Game-Turns One through Seven), Union units may not move into or through forest hexes, except along roads and trails. However, they may always enter a hex in an Enemy Zone of Control, regardless of terrain.

[17.22] During the second day (Game-Turns Eight through Fifteen), Union units may enter any hex adjacent to a clear terrain hex or road or trail hex.

[17.23] Union units may never advance after combat into a hex they are prohibited from entering during the Movement Phase. They may retreat into such a hex as a result of combat only if it is the only path of retreat open to them.

[17.24] Starting a Movement Phase in a prohibited hex (due to combat) does not affect the unit’s ability to move in that Phase. Exit is not prohibited. It is possible that a unit will find itself in a hex completely encircled by prohibited hexes. In such a case, the unit may not move.

[17.3] UNION TRAIN DEFENSE UNITS

The Union Train Defense units, identified by the code “TD,” represent the two brigades of 1/IX which were assigned to guard the huge supply tail of the Union Army. The units include the actual brigades and the various supply wagons and rear echelon paraphernalia.

[17.31] The Train Defense units may never attack an Enemy unit. If a “TD” unit should find itself adjacent to an Enemy unit during the Union Combat Phase, it automatically suffers an Ar (Attacker retreat) result before any Union attacks are resolved. The Confederate unit(s) to which the unit was adjacent may advance after combat.

[17.32] The Train Defense units may never enter an Enemy controlled hex.

[17.33] A Train Defense unit may never stack with any other unit. It may not enter an occupied hex during movement nor may any other unit enter a hex containing a Train Defense unit.

[17.34] The Train Defense units have a normal Movement Allowance of 6 Movement Points. They may only enter hexes containing roads and/or trails. If forced to retreat to a non-road, non-trail hex as a result of combat, they are eliminated.

[17.35] The Train Defense units may displace and be displaced as long as the special stacking and terrain restrictions for them are observed.

[18.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by the accumulation of Victory Points. Victory Points are awarded for Enemy Strength Points destroyed and occupation of certain territorial objectives, according to the Victory Point Schedule. At the conclusion of Game-Turn Sixteen, the Players total their Victory Points and the Player with the higher total wins.

[18.1] VICTORY POINT SCHEDULE

[18.11] The Confederate Player receives:

Three Victory Points for every Union Strength Point destroyed.

Fifteen Victory Points each for occupation of Spottsylvania (hex 0810), Wilderness Tavern (hex 1415), and Hickman (hex 1920) at the end of the game.

Fifteen Victory Points for the destruction of both Union Train Defense units.

[18.12] The Union Player receives:

Two Victory Points for every Confederate Strength Point destroyed.

Fifteen Victory Points each for occupation of Spottsylvania (hex 0810), Wilderness Tavern (hex 1415), and Hickman (hex 1920) at the end of the game.

[18.13] Occupation

Occupation is defined as being the last Player to have a unit (or Zone of Control) in the hex in question. All territorial objectives are initially controlled by the Confederate Player. Occupation for Victory Point purposes, is calculated at the end of Game-Turn Sixteen.

[19.0] OPTIONAL RULES

[19.1] PICKETT'S DIVISION

One of the main concerns of the Union commanders on the second day was the whereabouts of Pickett's Division, and the possibility that it might appear on the battlefield and turn the Union flank. In actuality, the division did not arrive. But the following rule allows for this possibility.

Strength

-Type Designation

Arriving on Game-Turn Nine on hex 0118 or 0128:
7 Hunton
7 Corse
5 Terry

[19.2] GENERAL BURNSIDE

At the beginning of each Union Movement Phase, whenever any unit of the Union IX Corps is to be moved, a special die roll is required. If the result is a “6,” none of the IX Corps units may move during that Movement Phase. They may attack and defend normally during that GameTurn. This represents the effects of the corps commander, General Burnside. TD units are not affected.

[19.3] LETHARGIC UNION ARMY

After years of war, it seemed as if the Union Army had finally learned to act quickly upon its decisions. However, it was possible for them to revert to their former selves and bring to ruinitation a perfectly viable plan by lethargic execution. The following rules show what would have happened if such had been the case in the Wilderness. There is no Union Initial Deployment when using this rule. Rather, the Union Player substitutes the following Reinforcement Schedule for the historical one given.

Strength

-Type Designation

Applying on Game-Turn One in hexrow 0001:
10 2/3 II
10 1/3 II
9 1/4 II
9 2/4 II
10 3/2 II
6 2/2 II
10 1/1 II
6 2/2 II
7 1/1 II
7 3/1 II

Applying on Game-Turn Two in hexrow 0001:
12 1/1 V
6 2/1 V
9 3/1/ V
4 1/2 V
6 2/2 V
4 3/2 V
6a V
6 1/3 V
4 3/3 V
12 1/4 V
5 2/4 V
5 3/4 V

Applying on Game-Turn Three in hexrow 0001:
9 1/1 VI
7 2/1 VI
8 3/1 VI
8 1/2 VI
8 2/2 VI
8 3/2 VI
7 4/2 VI
6a VI
8 1/3 VI
9 2/3 VI

Applying on Game-Turn Nine on hex 0102:
7 4/1 VI
6 TD
10 TD

Applying on Game-Turn Eleven on hex 0102:
4 2/1 IX
12 2/2 XI
13 1/3 IX
10 2/3 IX
4a IX
[20.0] DESIGNER'S NOTES

One of the most crucial elements in designing a playable game is the maintenance of balance. In the situation depicted in Battle of the Wilderness, the Confederate Army suffered under the handicap of an almost two-to-one numerical inferiority, while forced to maintain a limited offensive aimed at halting the steady southward movement of the Army of the Potomac.

The first handicap encountered in balancing the game was the necessity of conforming to the established Blue & Gray system, notably the "set" Movement Allowance, terrain costs and the Combat Results Table.

To partially offset the numerical superiority of the Union Army, a balancing of the Combat Strength Points was necessary, as well as historically realistic. The Confederate Army was factored at 250 men per Strength Point; the Union, at 300. Additional Points were allocated to units with a proven battle record; for example, the Stonewall Brigade in the Confederate Army and the Irish Brigade in the Union Army. Also taken into account were the higher number of fresh conscripts in the Union brigades and a certain morale (desperation) factor for the Confederates. Smooth bore artillery was factored into the various brigades, whereas howitzers and rifled cannons comprised the separate artillery units.

The restrictions of a standard Movement Allowance were overcome by the development of the special movement rules confining Union movement primarily to roads and trails. This accurately reflects the poor coordination between the various Union units, as well as the inaccessibility of good maps. Terrain costs were also altered to allow for the Confederate Army's generally higher rate of tactical mobility. Additional "balancing" Optional Rules were also included. These are an attempt to reflect some of the "intangibles" that brought some balance to the battle itself.

These changes and additions having been incorporated, the game works as a fairly accurate simulation within the confines of a simple, playable system.

[21.0] PLAYERS NOTES

[21.1] UNION FORCES

As the Union commander, your main advantages are time and overwhelming force. These two advantages should be utilized in two steps: 1. On the first day, you should stand firm and try to wear down the brunt of the Confederate first attack. Consolidate isolated units back into the main defense line and have your artillery units ready to beat back attacks against the Wilderness Tavern crossroad (hex 1315). With your superior numbers, you can force the Confederates to meet your expanding lines so as to deplete any sizable reserve the Confederates may accumulate. 2. On the second day, use your reinforcements which enter along the Germanna Plank Road with whatever reinforcing units have managed to fight their way up from hex 2326 for the big push toward your territorial objectives. Be sure to play a conservative game and prevent lead units from being isolated and surrounded by Confederate units moving through the woods.

When using the "Lethargic Union Army" Optional Rule (Case 19.3), speed is of the essence, especially in obtaining the crossings across the Rapidan River. Once fairly well established, advance cautiously during the first day on a wide front. Remember on the first day you can't move off the roads, so beware of concentrated Confederate attacks on parts of your advance line to isolate and surround the lead elements of your army. On the second day, use your strength to push back the Confederates. Again, switch reserves from one major road to the next to keep the Confederate Player off balance and keep your artillery handy.

[21.2] CONFEDERATE FORCES

As the Confederate Player, you must gamble if you are to succeed. Your biggest advantage lies in speed and being able to move through the woods freely. Use this particularly on the first day. Select your targets carefully and use the bulk of your army to obtain your objectives. Your speed and mobility should enable you to isolate and destroy segments of the Union advance, particularly the lead elements. On the Second day, play conservatively. If you have not gained the majority of your objectives, defend tenaciously, but never pass up the opportunity to launch limited attacks to disrupt the Union advance. Always pay attention to terrain, especially forests where roads meet.

When using the "Lethargic Union Army" Rule (Case 19.3), your advantage of mobility becomes even more important. You must try to secure as many fords as quickly as possible to channel the Union advance. If you cannot stop the Union at the fords, use your superior movement capabilities to outflank and harass the Union columns. Make calculated withdrawals if necessary, but never overlook the possibility of surrounding and eliminating Union units. Fierce, well-coordinated attacks will keep the Union off balance.

[21.3] BOTH PLAYERS

It is strongly advised that Optional Rule 11.0 of the Blue & Gray Standard Rules (Attack Effectiveness) be used in this game. Playtesting has proven that use of this rule allows for a more accurate simulation of the Battle of the Wilderness.
[7.6] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>Probability Ratios (Odds)</th>
<th>Attacker's Strength to Defender's Strength</th>
<th>Die Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1-5 1-4 1-3 1-2 1-1 2-1 3-1 4-1 5-1 6-1</td>
<td>Dr Dr Dr Dr Dr De De De De 1</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Ar Ar Ar Dr Dr Dr Dr Dr De De De De 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Ar Ar Ar Ar Dr Dr Dr Dr Dr De De De De 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Ar Ar Ar Ar Ar Dr Dr Dr Dr Dr De De 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Ac Ar Ar Ar Ar Ar Dr Dr Dr Dr Dr Dr 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Ac Ac Ac Ac Ac Ar Ar Ar Ex Ex Ex Ex 6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

[7.6] EXPLANATION OF COMBAT RESULTS

Ac = Attacker Eliminated. All Attacking units are eliminated (remove from the map).
De = Defender Eliminated. All Defending units are eliminated.
Ex = Exchange. All Defending units are eliminated. The Attacking Player must eliminate Attacking units whose total, printed (face value) Combat Strength at least equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.
Ar = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).
Dr = Defender Retreats. All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map.)

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Movement Points [MP] to Enter [or Cross]</th>
<th>Effect on Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear Hex</td>
<td>1 MP</td>
<td>No effect</td>
</tr>
<tr>
<td>Forest Hex</td>
<td>3 MP</td>
<td>No effect (see 8.3)</td>
</tr>
<tr>
<td>Rough Hex</td>
<td>3 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>Road Hex</td>
<td>1 MP; negates effect of other terrain if entered through road hexside</td>
<td>Depends on other terrain</td>
</tr>
<tr>
<td>Creek Hexside</td>
<td>May only cross at bridges (or fords)</td>
<td>May only attack across bridges (or fords)</td>
</tr>
<tr>
<td>Bridge Hexside</td>
<td>No additional MP</td>
<td>Defender doubled if all attacking units attack across ford (or bridge) hexside</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex (Fredericksburg, Chatta, Hooker &amp; Lee only)</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</td>
</tr>
<tr>
<td>River Hex (Fredericksburg, Chatta, Hooker &amp; Lee only)</td>
<td>May not enter</td>
<td>Not allowed</td>
</tr>
<tr>
<td>River Ferry Hex (Fredericksburg, Chatta, Hooker &amp; Lee only)</td>
<td>3 MP (see 5.24)</td>
<td>Not allowed</td>
</tr>
<tr>
<td>Town Hex (Fredericksburg, Chattanooga only)</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>Ford Hexside (Wilderness, Chattanooga only)</td>
<td>1 MP additional to cross</td>
<td>Defender doubled if all attacking units attack across ford (or bridge) hexsides</td>
</tr>
<tr>
<td>Trail Hex (Wilderness, Chattanooga, Hooker &amp; Lee only)</td>
<td>2 MP; negates effect of other terrain in hex if entered through trail hexside. Ignore Trails in Clear Terrain.</td>
<td>Depends on other terrain</td>
</tr>
<tr>
<td>Pentoon Hex (Fredericksburg only)</td>
<td>1 MP</td>
<td>Not allowed</td>
</tr>
<tr>
<td>Redoubt Hexside (Fredericksburg, Chattanooga only)</td>
<td>No additional MP</td>
<td>Defender tripled if all attacking units attack across Redoubt hexsides</td>
</tr>
</tbody>
</table>

DESIGN CREDITS

Game Design: Linda Mosca
Physical Systems Design and Graphics: Redmond A. Simonsen
System Design and Game Development: Edward Curran, Linda Mosca
Production: Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Linda Mosca.