BLUE & GRAY
STANDARD RULES
for the games

SHILOH, ANTIETAM, CEMETERY HILL, CHICKAMAUGA

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BLUE & GRAY
STANDARD RULES
OUTLINE

[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 map, never 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 game's 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 Charts and Tables which assist play.

A hexagonal grid is superimposed over the terrain features printed on the map sheet 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 taut.

[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 Effects 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 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
Infantry
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
A complete game should include the following parts:
One Game Map
One Set of Die-Cut Counters
One Standard Rules Folder
One Exclusive Rules Folder
One Die

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 map sheet 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 and which the Second Player, consult the Exclusive Rules folder. There 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 evaluated 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 INTER PHASE
   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
[5.11] 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.

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

[5.13] 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).

[5.14] 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 one hex to another must be consecutive; that is to say, a unit may not skip hexes.

[5.17] Once a unit has been moved, and the Player’s hand is taken 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
[5.21] 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.

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

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

[5.24] Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never enter or leave a river hex by river ferry hexes. 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.

[5.25] Units may never cross creek hexes. They may cross creeks only by moving through bridge or ford hexes. 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
[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] 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.

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

[5.34] 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 in 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, 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 (8.0) 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 (7.0), 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 may be resolved in any order that the Attacker wishes, so long as all combats 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 withdraw 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 totaled, 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 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 (or are 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 combats 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\(^2\) 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 Rules Folder)

Ae = Attacker Eliminated. All Attacking units are eliminated (move 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.

[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, advances 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 relocating 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 it were retreatin as a result of combat) and its position is taken by the relocating unit. The displaced unit itself may not be forced into Enemy controlled hexes or other prohibited hexes. One retreating unit displaces 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 relocating 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 fire 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 units are fired on 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 fashion 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 both 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.
[10.0] NIGHT GAME-URNS

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. Army 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 (Az) 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 Game-Turn. 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 threat 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

If, at the beginning of any Friendly Combat Phase, a Friendly Ineffective unit is in an Enemy controlled hex, neither the Enemy units need be treated in battle so that no Enemy Zone of Control is in the Ineffective unit’s hex, or the Friendly Ineffective unit need retreat according to the rules of Retreat After Combat (see 7.7). This does not allow an Optional Advance by an opposing unit.

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.
CHICKAMAUGA
EXCLUSIVE RULES

OUTLINE

13.0 INTRODUCTION
14.0 INITIAL DEPLOYMENT CHART
  14.1 Union Army
  14.2 Confederate Army
  14.3 Player Sequence
15.0 REINFORCEMENTS
16.0 EXITING THE MAP
17.0 VICTORY CONDITIONS
  17.1 Victory Point Schedule
  17.2 Occupation
  17.3 Line of Communications
18.0 THE UNION "TRAIN" UNIT
  18.1 Effect on Combat
  18.2 Effect on Stacking
19.0 PLAYER'S NOTES
  19.1 Tactical Appreciation
  19.2 Grand Tactical Appreciation
20.0 DESIGNER'S NOTES

[13.0] INTRODUCTION
Chickamauga is a simulation on a Grand Tactical level of the battle which took place between the Union Army of the Cumberland and the Confederate Army of the Tennessee in September, 1863. The battle occurred around Chickamauga Creek, a tributary of the Tennessee River, in Northern Georgia.

[14.0] INITIAL DEPLOYMENT CHART
On the Initial Deployment and Reinforcement Charts, an "a" following the unit's strength means the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[14.1] UNION ARMY

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<tr>
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<tr>
<td>2120</td>
<td>5a</td>
<td>3</td>
</tr>
<tr>
<td>2017</td>
<td>5</td>
<td>Gist</td>
</tr>
<tr>
<td>2118</td>
<td>5</td>
<td>Ector</td>
</tr>
<tr>
<td>2218</td>
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<td>2422</td>
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<td>2421</td>
<td>4</td>
<td>Whthl (Walthall)</td>
</tr>
<tr>
<td>2212</td>
<td>3c</td>
<td>Armstg (Armstrong)</td>
</tr>
<tr>
<td>2411</td>
<td>3c</td>
<td>Davdsn (Davidson)</td>
</tr>
<tr>
<td>2015</td>
<td>6c</td>
<td>Forrest</td>
</tr>
<tr>
<td>2314</td>
<td>6c</td>
<td>Scott</td>
</tr>
</tbody>
</table>

[14.3] PLAYER SEQUENCE
The Union Player is the first Player. His Player-Turn is first in every Game-Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive Reinforcements according to their Reinforcement Chart. These enter (are physically placed) on the southern edge of the map in the appropriate hex. The reinforcing units arrive in a column formation (one unit 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.

PROCEDURE:
The Player should visualize the reinforcements as a column of units entering the map from a chain of hexes off-map, so that the first unit brought onto the map expands one Movement Point entering the reinforcement hex, the second unit expands two Movement Points, the third three Movement Points.

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

[15.2] Once a unit has entered the map, it may move and attack freely, just as any other unit already present.

[15.3] If there are more reinforcing units scheduled to arrive than can physically be entered onto the map during a given Game-Turn, the unentered balance is simply brought into play on the following Game-Turns.

[15.4] Reinforcing units may not arrive stacked. They arrive in an unstacked column.

[15.5] REINFORCEMENT CHART
Reinforcements may enter an Enemy-controlled hex. They may not enter if both entry hexes are physically occupied. Instead, they are delayed until the hexes are vacant or until the end of the game.

[15.51] Union Army

<table>
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<tr>
<th>Strength</th>
<th>-Type Designation</th>
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<tr>
<td>5</td>
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<tr>
<td>4</td>
<td>2/2/XIV</td>
</tr>
<tr>
<td>5</td>
<td>3/2/XIV</td>
</tr>
<tr>
<td>3a</td>
<td>XIV</td>
</tr>
<tr>
<td>5</td>
<td>3/4/XIV</td>
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<td>4</td>
<td>1/2/XXI</td>
</tr>
<tr>
<td>5</td>
<td>2/2/XXI</td>
</tr>
<tr>
<td>5</td>
<td>3/2/XXI</td>
</tr>
<tr>
<td>4</td>
<td>1/3/XXI</td>
</tr>
<tr>
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</tr>
<tr>
<td>4</td>
<td>3/3/XXI</td>
</tr>
<tr>
<td>3a</td>
<td>XXI</td>
</tr>
</tbody>
</table>

Appearing on Game-Turn Five on hex 0728 and/or 1027:

| 5        | 2/1/XX            |
| 5        | 3/1/XX            |
| 5        | 1/2/XX            |
| 5        | 2/2/XX            |
| 5        | 3/2/XX            |
| 5        | 1/3/XX            |
| 5        | 2/3/XX            |
| 5        | 3/3/XX            |
| 3a       | XX                |

Appearing on Game-Turn Six on hex 0728 and/or 1027:

| 4c       | 1/1               |
| 4c       | 3/1               |
| 4c       | 2/1               |

Appearing on Game-Turn Seven on hex 0728 or 1027:

| (1) Train | 2/2               |
[15.52] Confederate Army
Strength
-Type Designation
Appearing on Game-Turn Two
on hex 1627 and/or 1928:
5 Deshler
4 Helm
4 Adams
3 Stovall
4a 2
6 Deas
6 Andrus (Anderson)
6 Manigault (Manigault)
3a 1
Appearing on Game-Turn Five
on hex 1627 and/or 1928:
3c Crews
2c Russell
4c Morgan
5c Harison (Harrison)
Appearing on Game-Turn Eight
on hex 1627 or 1928:
4c Rodney
[15.53] Game Length
Chickamauga consists of 15 Game-Turns (nr. 9 is night).

[16.0] EXITING THE MAP
[16.1] Either Player may exit his units from the map via hexes 0101 and 0110. The units are presumed to move along the roads leading off the map.
[16.2] Exiting the map consumes one Movement Point.
[16.3] An exiting unit is removed from play and may never return to the game.
[16.4] Units exiting off the map count toward the Owning Player’s Victory Point total. They are not considered eliminated units for Victory Point purposes.
[16.5] No unit may exit from the map except at either of the two hexes listed above.
[16.6] No unit may exit from the map in fulfillment of a retreat as a result of combat. If a unit is forced to retreat due to combat, it may not exit the map; it is eliminated instead.
[16.7] A unit may exit from a hex regardless of the number of Enemy or Friendly units which exited from the same hex previously.

[17.0] VICTORY CONDITIONS
GENERAL RULE: Victory is awarded to the Player who has amassed the greatest number of Victory Points at the end of the game. Victory Points are awarded, as play progresses, for the elimination of Enemy Combat Strength Points and, at the end of the game, for the occupation of certain hexes on the map. Points are also awarded for the exiting of units from the map at specific exit hexes. See the Victory Point Schedule for the specific Victory Point Awards.

PROCEDURE:
Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. These Victory Points are awarded for a variety of actions as detailed on the Victory Point Schedule (17.1). At the end of the game, the number of Points is totalled for each Player, and the Player with the higher number of Points is awarded a victory.

(Players may wish to retain Enemy units eliminated, and Friendly units exited, if applicable, to double-check their computations at the end of the game.)

[17.1] VICTORY POINT SCHEDULE
[17.11] Points Awarded During Play
1. Each Player is awarded 1 Victory Point for every Enemy Combat Point eliminated (see 17.32).
2. The Union Player receives 1 Victory Point for every Union Combat Strength Point exited from the map.
3. The Confederate Player receives 10 Victory Points for every Confederate Combat Strength Point exited from the map (see 17.31).
4. The Confederate Player receives 10 Victory Points if the Union “train” unit fails to exit from the map.
[17.12] Points Awarded For Occupation of Hexes at the End of the Game
1. To the Union Player:
   10 Victory Points for hex 1920
   20 Victory Points for hex 2311
   2. To the Confederate Player
   20 Victory Points for hex 0211
   20 Victory Points for hex 0502
   2. To Either Player
   5 Victory Points for hex 0822
   5 Victory Points for hex 1108
   5 Victory Points for hex 1115

[17.2] OCCUPATION
[17.21] Occupation is defined as having a Friendly unit physically on the hex in question or having been the last to have moved a Friendly unit onto the hex in question.
[17.22] The occupation definition can be met by moving a Friendly unit through the hex in question. Players should use blank counters of the appropriate color to keep track of which Player occupies which hexes.
[17.23] While it is practically impossible to conduct the game without one Player or the other establishing occupation of the hexes in question, just in case play takes a strange turn, the hexes are considered to be occupied at the start of play as follows:
Union Player: 0211, 0502, 0822, 1108, and 1115.
Confederate Player: 1920, 2311.

[17.3] LINE OF COMMUNICATIONS
[17.31] The Confederate Player must be able to trace a road from hex 0101 or 0110 off the Eastern edge of the map in order to garner the Victory Points for exiting units toward Chattanooga. This road must be free of Union units at the end of the game. Note that it can pass through Union Zones of Control so long as it is not physically blocked. The road must be a continuous chain of connected road hexes.
[17.32] Any Union units, including blocked reinforcements, which cannot trace a path ten hexes, at most, in length, to a road which then in turn exits off the map at 0101 or 0110, at the end of the game, are considered destroyed for purposes of Victory Conditions. Again, this path may pass through Enemy Zones of Control, but not Enemy units.

[18.0] THE UNION "TRAIN" UNIT

[18.1] EFFECT ON COMBAT
[18.11] The “train” unit may never attack. If circumstances result in it being adjacent to a Confederate unit during the Union Player Combat Phase, it must automatically retreat. (In this instance the Confederate unit may not advance into the vacated hex.)
[18.12] The “train” unit has a Defense Strength of one Combat Point.

[18.2] EFFECT ON STACKING
[18.21] The “train” unit may not stack with any other unit nor may any other unit stack with the “train” unit.
[18.22] No unit may move through the “train” unit’s hex. (This is an exception to the normal rules of Movement.) Nor may the “train” unit move through the other units’ hexes.
[18.23] The “train” unit has a normal Movement Allowance of six Movement Points, but it may only move along roads or trails. If, as a result of combat, it would be forced to retreat to some non-road or non-trail hex, it is destroyed.
[18.24] The “train” unit may displace and be displaced as a consequence of combat, and it may retreat due to combat.
[18.25] The “train” unit has no Zone of Control. Confederate units may move adjacent to it or past it without stopping. Confederate units are not required to attack the “train” in their turn.

[19.0] PLAYER’S NOTES

[19.1] TACTICAL APPRECIATION
[19.11] On defense, a Player is advised to keep his units on alternating hexes. A line of units which abut together on adjacent hexes gives the Attacking Player (who has the initiative in deciding what order to execute combat) the ability to penetrate the line with units advancing after combat, thereby enveloping other defending units.
[19.12] Each Player is given only three artillery units. To belabor the obvious, these must be conserved for bombardment roles and should never be placed in positions where Enemy units can force them into normal combat. The Union Player particularly should stack each of his artillery units with an infantry unit when he places them in a bombarding position to prevent the Confederate Player from bombarding in concentration at 3-1 or 4-1.
[19.13] The Union Player has fewer, but on average, stronger units. He should look for situations where his 4 and 5 strength units can attack Confederate 3 and 4 strength units at 1-1, hoping to force the Confederate units in their turn to attack at 1-2.
[19.14] The Confederate Player can use his weaker units to advance after combat, hoping to precipitate a profitable exchange.

[19.2] GRAND TACTICAL APPRECIATION
[19.21] The Union Player is the First Player. He moves first and may set the tempo of the game by attacking the Confederates on Game-Turn One. The Confederates are compacted against Chickamauga Creek and, with any luck, the Union can lock up large Confederate forces, preventing them from deploying freely in the early going. Implementation of this plan requires the division at Kelly Field to be thrown at Alexander’s Bridge. The Union Player should not expect to see it return.
Unlike many games, Chickamauga lends itself to an historical treatment of Victory Conditions, to determine which Player wins. That is, the game is a naturally balanced game if we simply adopt historical victory conditions. Of course, we have to decide what constituted victory. This leads us to an analysis of the campaign that led up to the battle, the battle itself and its consequences. Briefly summarized, it is as follows: In the middle of August, 1863, the Union Army of the Ohio, under Rosecrans, crossed the Tennessee River southwest of Chattanooga, fanned out into three corps columns, and drove east through a succession of mountain ridges in an enveloping maneuver which so threatened the communications of the Confederate Army under Bragg, massed around Chattanooga, that Bragg felt compelled to abandon Chattanooga and fall back toward Atlanta. The Confederates reinforced Bragg with Longstreet's Corps, sent in by rail from Virginia. And Bragg advanced to meet and crush the still strung-out and separated Union Corps. After frittering away several days, during which he could have easily destroyed the Union Army in detail, Bragg finally threw the mass of his army into contact with the partially concentrated Union Army at Chickamauga Creek on the evening of September 19th. The main battle started early on the 19th of September, with Rosecrans fighting desperately to contain the Confederate Army and gain time for his 20th Corps to arrive. The Confederates mounted a series of uncoordinated attacks, which served to pin the Union Army on the field, but failed to either prevent the arrival of the 20th Corps or to seize the approaches to the gaps through Missionary Ridge. On the whole, the results of the 19th were favorable to Rosecrans and he decided to stand and offer battle on the following day rather than risk a night withdrawal through the mountain passes. He also thought he had a good chance of holding the Confederates on the following day and smashing them in turn with a counter-attack when they were repulsed. The 20th began with the Confederates attacking in echelon from north to south. The Union northern wing held and Rosecrans looked like a winner until, through oversight, he weakened his center at the very moment that Longstreet's entire Corps attacked it. The Union southern flank dissolved and retreated in disorder up the Dry Valley Road, through Rossville and McFarland's Gaps, carrying Rosecrans with them in flight. Thomas, in command of the remaining Union forces, bent the intact northern wing around to hold Snodgrass hill and proceeded to stand off the entire Confederate Army with the help of the Union Reserve Corps, which came down from guarding Rossville, and the tactical ineptitude of Bragg, who could not get his army to make a general attack. When night fell, Thomas was able to get through the gaps to Chattanooga. Bragg followed the next day with a cautious advance allowing the Union Army to recover sufficiently to man the defenses of Chattanooga. Bragg contented himself with investing Chattanooga, fortifying the dominating heights of Missionary Ridge and Lookout Mountain, thus isolating the Union Army.

In terms of casualties (killed, wounded and missing) the battle was about even; the Confederates lost approximately 18,000 out of some 66,000 and the Union about 15,000 out of 60,000 participating. This doesn't reflect that fact that half of the surviving Union units were disorganized and effectively out of action immediately following the battle. (In game terms, they could be considered eliminated.)

Historically, the South won the battle, smashing the Army of the Ohio as an offensive threat and penning it up in Chattanooga. But it wasn't a decisive win; that would have required destroying the army outright, and recapturing Chattanooga, with consequent distortion of the whole course of the war in 1864. And what's more, except for a lucky break, Bragg could have dashed his army against the Union positions, failed to weaken it sufficiently and been forced to retreat on Atlanta. It was a near run thing. Thus, we felt the matter of Player victory depended on Strength Point elimination, the possession of important geographical objectives, and the possibility of one Player or the other moving a significant force of his army into Chattanooga, while denying it to his opponent.
## 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>
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<tbody>
<tr>
<td>1-5</td>
<td>Ar Dr Dr Dr De De De De 1</td>
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<td>1-4</td>
<td>Ar Ar Ar Dr Dr De De De 2</td>
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<td>Ar Ar Ar Ar Dr Dr Dr Dr 3</td>
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<td>Ar Ar Ar Ar Ar Dr Dr Dr 4</td>
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<tr>
<td>1-1</td>
<td>Ar Ar Ar Ar Ar Ar Dr Ex 5</td>
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<td>Ar Ar Ar Ar Ar Ar Dr Ex 6</td>
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<td>Ar Ar Ar Ar Ar Ex Ex Ex 6</td>
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<tr>
<td>6-1</td>
<td>Ar 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.

### EXPLANATION OF COMBAT RESULTS

- **Ae** = 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 (1 MP; negates effect of other terrain in hex if entered through road hexside)</td>
<td>Depends on other terrain</td>
<td></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 bridge (or ford) hexsides</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex (Cemetery Hill, Chickamauga, Shiloh only)</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</td>
</tr>
<tr>
<td>River Hex (Shiloh, Antietam only)</td>
<td>May not enter</td>
<td>Not allowed</td>
</tr>
<tr>
<td>River Ferry Hex (Shiloh, Antietam only)</td>
<td>3 MP (see 5.24)</td>
<td>Not allowed</td>
</tr>
<tr>
<td>Town Hex (Cemetery Hill, Antietam only)</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>Ford Hexside</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 (Chickamauga 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>
</tbody>
</table>

### DESIGN CREDITS

Game Design: Irad B. Hardy, III
Physical Systems Design and Graphics: Redmond A. Simonsen
Systems Design and Game Development: Irad B. Hardy, III, John Michael Young
Production: Manfred P. Milkun, Larry Catalano, Kevin Zucker, Linda Mosca
<table>
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**Stowell** 3  **Feather** 3  **Eddy** 3  **Hamby** 3  **Strother** 3  **Bennett** 3  **Smelt** 3  **Griner** 3  **Jackson** 4  **Gregg** 4

**Brown** 4  **Bates** 4  **Capron** 4  **Trigg** 4  **McKee** 4  **Kershaw** 4  **Law** 4  **Anderson** 4  **Polk** 4  **Gill** 5  **Ector** 5

**Smith** 4  **Wright** 4  **Lisdaal** 4  **Wibbly** 4  **Willis** 4  **Wood** 5  **Peck** 5  **Travis** 5  **Dunn** 5  **Eaton** 5

**Dox** 6  **Arden** 6  **May** 6  **Gracie** 7  **Rouse** 2  **Cross** 3  **Armey** 3  **Thomas** 3  **Morgan** 4  **Rodney** 4

**Harrin** 4  **Stover** 6  **Scott** 6  | Game Turn |