BLUE & GRAY
STANDARD RULES
for the games

SHILOH, ANTIETAM, CEMETERY HILL, CHICKAMAUGA

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BLUE & GRAY
STANDARD RULES
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[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 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 portray s 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 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 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 Size [ ] X
Unit Designation [ ] Unit Type
6 [ ] Combat Strength

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/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types
- Infantry
- Artillery
- 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 Player 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 considered 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:

I. 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.

II. 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
[5.11] 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 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'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 expends 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 expends two Movement Points if the hex being entered contains forest and/or rough terrain. If the hex being entered contains clearing terrain, the unit expends one Movement Point.

[5.24] Units may never enter river hexes. They may cross rivers only by moving through ferry hexes. Units may never end 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.

[5.25] Units may never cross creek hexides. They may cross creeks only by moving through bridge or ford hexides. There is an 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, 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 hexides 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 combats 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

[7.1.1] 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.

[7.1.2] 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.

[7.1.3] 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).

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

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

[7.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[7.2.1] 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.

[7.2.2] 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.

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

[7.2.4] 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.

[7.2.5] 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 bombing 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 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 “Diversionary” 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 is at least equal the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.
Dr = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).
Dr = Defender Retreats. All Defending units must retreat one hex. (See 7.7)

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.7.1] 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.

[7.7.2] 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.

[7.7.3] A retreating unit may enter a vacant hex (within the restrictions of 7.7.2) 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).

[7.7.4] 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.

[7.7.5] 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 Phase 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.

[7.7.6] 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

[7.8.1] 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 displaces only one unit in a stack; two retreating units displace two.

[7.8.2] 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 fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open.

[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 subsequently 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 bombing the defending unit. Artillery units may fire 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 if 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 bombing 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

[8.1.1] 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.

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

[8.1.3] 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).

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

[8.1.5] 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 Combat Strength to the attack. [8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[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] Forest and Rough, Forest and Town hexes are the only blocking terrain hexes (not Rough terrain only).

[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 unit(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-PLAYS

GENERAL RULE: The tinted Game-Plays on the turn Record Track are night Game-Plays, and have a different Sequence of Play than day Game-Plays, 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-Plays.

[10.2] EFFECT ON MOVEMENT

Movement restrictions during Night Game-Plays are identical to day Game-Plays. No Movement restrictions, with one additional. Units may not enter Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[10.3] OPTIONAL RULE - ATTACK EFFECTIVENESS

GENERAL RULE: Whenever a unit receives an Attacker Retreat (A) 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

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 treated in combat so that no Enemy Zone of Control is in the Ineffective unit’s hex, or the Friendly Ineffectiveness must retreat according to the rules of Retreat After Combat (see 7.7). This does not allow an Optional Advance by an opposing unit.

[11.3] 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.
**Antietam EXCLUSIVE RULES**

**ANTIETAM EXCLUSIVE RULES OUTLINE**

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### [13.0] INTRODUCTION

**Antietam** is a tactical level simulation of the bloodiest one day battle ever to be fought on North American soil. It was the culmination of the Confederate summer offensive of 1862 and marked the end of the first Southern invasion of the North. While tactically it was little better than a draw, it was a decisive strategic and political defeat for the Confederacy and profoundly influenced the eventual outcome of the war. The battle took place around Antietam Creek, a tributary of the Potomac River, in Maryland.

### [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

<table>
<thead>
<tr>
<th>Hex</th>
<th>Type</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
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<td>4</td>
<td>1 1/1</td>
</tr>
<tr>
<td>0706</td>
<td>4</td>
<td>2 1/1</td>
</tr>
</tbody>
</table>

#### [14.2] CONFEDERATE ARMY

<table>
<thead>
<tr>
<th>Hex</th>
<th>Type</th>
<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0517</td>
<td>3</td>
<td>Brksdl (Burksdale)</td>
</tr>
</tbody>
</table>
[16.0] REINFORCEMENT CHART

[16.1] UNION ARMY
Appearing on Game-Turn 4 on hex 2112:
Strength
- Type Designation
5 1/1/VI
5 2/1/VI
5 3/1/VI
6 1/2/VI
6 2/2/VI
6 3/2/VI

[16.2] OPTIONAL UNION ARMY REINFORCEMENTS [See 20.5]
Appearing (Game-Turn variable) on hex 2112:
Strength
- Type Designation
5 1/1/IV
5 2/1/IV
7 3/1/IV
4 1/3/V
4 2/3/V

[16.3] CONFEDERATE ARMY
Appearing on Game-Turn 7 on hex 0126:
Strength
- Type Designation
16 AP Hill

[16.4] GAME LENGTH
Antietam is composed of ten Game-Turns.

[17.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by the accumulation of Victory Points. Points are awarded to each Player according to the Victory Point Schedule for the elimination of Enemy units and the possession of Sharpsburg.

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.

[17.1] VICTORY POINT SCHEDULE

Each Player receives one Victory Point for each Enemy Strength Point eliminated. Confederate units which cannot, at the end of the game, trace a line of hexes free of Enemy units or Zones of Control (friendly units do not negate Enemy Zones of Control for this purpose) to hex 0126 are considered eliminated for Victory Point purposes.
15 Victory Points for control of all four hexes of Sharpsburg (hexes 0815, 0816, 0716, 0616) at the end of the game. The Controlling Player is defined as being the last Player to have a unit occupy or move through the hexes. No Victory Points are awarded for individual hexes of Sharpsburg; one Player must control all four in order to receive the Victory Points. The Confederate Player controls Sharpsburg at the beginning of the game.

[17.2] VICTORY LEVELS
Stated as a ratio of Union Victory Points to Confederate Victory Points:
UNION DECISIVE VICTORY
2 to 1 or greater
UNION SUBSTANTIVE VICTORY
at least 1.5 to 1, but less than 2 to 1
UNION MARGINAL VICTORY
greater than 1 to 1, but less than 1.5 to 1
CONFEDERATE MARGINAL VICTORY
1 to 1 or less, but greater than 1 to 1.25
CONFEDERATE SUBSTANTIVE VICTORY
1 to 1.25 or less, but greater than 1 to 1.5

[18.0] MOVEMENT RESTRICTIONS

[18.1] UNION PLAYER
The Union Player may not move all his units on Game-Turn One. He may move only 15 units on all following Game-Turns. There are no limitations on the number of units which may attack. Union reinforcements arriving on Game-Turn Four do not count against this restriction until Game-Turn Five. All movement restrictions are permanently removed from the Union Player in the Union Player-Turn following the movement of any Confederate unit across a creek headside. From this point on, the Union Player is free to move all units (which are capable of movement) every Game-Turn.

[18.2] CONFEDERATE PLAYER
The Confederate units which begin the game in hexes 0517, 0416, 0715, 0714, and 0613 may not move during Game-Turn One.

[18.3] UNION RIFFLED ARTILLERY
Union artillery units are immobile. Once placed, they may not be moved during the course of the game. If forced to retreat due to combat, they are eliminated instead. They are not effected by Retreat Combat Results when attacked solely by Enemy artillery units.
Union artillery units function in exactly the same manner as other artillery units, except that they have a range of seven (7) hexes.

[19.0] OPTIONAL RULE MODIFICATIONS

GENERAL RULE:
Below are listed six "what if" rule variations, which may be used separately or in any combination agreed upon by the Players. Each is a modification of game procedures to reflect the situation as it might have been.

[20.0] GRAND TACTICAL NOTES

[21.0] RECOVERY OF ATTACK EFFECTIVENESS
(Use in place of 11.4 when employing the optional Attack Effectiveness rules.)
At the beginning of each Friendly Combat Phase, the Player rolls the die for each of his ineffective units. If a "one" is rolled, the unit is considered to have "rallied" and regained its Attack Effectiveness. The unit should immediately be flipped over to a face-up posture and is again subject to all rules governing effective units. There is no limit to the number of times that a unit can be rendered ineffective and subsequently recover its effectiveness. Units may always attempt to recover effectiveness; the presence of Enemy units or Zones of Control have no effect.

[22.0] UNION PLAYER:
Your strategy must be offensive. The Union Player begins the game with the initiative and must maintain it in order to win. While you have a great advantage in strength, you must contend with the Union Movement Restriction and time limitations. Generally, it is best to open your attack on the Confederate left flank. There your units are already across the Antietam in force and you will be able to make the greatest use of your superiority in numbers and strength. An early move across the bridges should be a secondary effort because the South can generally contain these drives with relatively few troops. Elaborate outflanking moves, either across the lower fords or the fourth bridge (hex 1128) are also unattractive for this reason.

Instead, use a direct approach. Bring forward as many men as possible and keep hammering away at the Confederate line. Constant pressure should be maintained, particularly in the rough terrain area to the northeast of Sharpsburg. The town is the key; if you end the game with control of any or all of the Sharpsburg hexes, you stand an excellent chance of winning. Cutting the South off from Boteler's Ford (hex 0612) assures complete victory. However, it is almost impossible to accomplish
because to reach the hex you have to go through the entire Confederate Army. Still, it is a victory condition which should be kept in mind should the chance arise.

Tactically, the Union Player should be willing to accept exchanges and should increase odds in order to achieve them. Of course, care should be taken to have the proper “change” available. Pin as many enemies as possible, especially artillery. Without free artillery units the Confederates may be unable to make 

assuring that Sharpsburg remains in Southern hands. In attacking with Hill, remember the possibility of an exchange. Losing a 16-6 for a 4-6 is inexusable. As for crossing Antietam Creek, one word - DON'T. Releasing the Union hordes is the first step on the road to oblivion. And the road is an extremely short and painful one.

[22.3] TACTICAL NOTES

The Combat Results Table for Antietam is, essentially, of a “surround” nature; that is, it is relatively bloodless and uncertain even at the higher odds columns. Consequently, most units in the game will be eliminated by being unable to retreat rather than as a direct result of combat. For this reason, the Players must sequence their attacks and advances after combat for the express purpose of trapping Enemy units and forcing them to retreat when they have nowhere to go. Combat odds should always be voluntarily reduced to 3 to 1 when attacking units which are surrounded, since this ensures their destruction and minimizes the chances of an exchange.

One other effect of this system of advance and retreat is that it encourages the use of “island” rather than “line” tactics. In other words, it is usually better to alternate Friendly occupied hexes with vacant ones than to have a completely solid line of units. That way a front can be held by a minimum number of units without any danger of being surrounded when adjacent Friendly units retreat. Of course, this is not always possible or even desirable, since it does allow the enemy to achieve greater concentration in his attacks.

Because of the limitations of advance after combat, it is often best to advance a weaker, more expendable unit in a position less desirable than a larger and more valuable one. This will still pin the Enemy units and force them to counter-attack, without risking a serious loss. Again, there will be some instances when the strongest unit should be advanced.

Artillery should be used for low odds diversionary attacks which will allow the concentration of strength against other specific Enemy units. By the way, you may want to reduce such attacks to the lowest possible combat odds in order to prevent your “winning” the attack and forcing the Enemy unit to retreat out of a Friendly Zone of Control. Terrain should also be taken advantage of; particularly the debilitating effect of rough terrain.

However, Antietam was an open game as far as terrain is concerned because the battle occurred in a relatively civilized and cultivated farming district in Maryland. This was not true of many of the other Civil War battles.)

The use of the optional Attack Effectiveness rules generally favors the Southern Player because he is on the defensive and not under pressure to attack. However, the user should choose them to attack more carefully, because the results of an Ar can be disastrous. However, since the Union has a surplus of units, it can almost always be certain to have enough effective ones lying around to be able to keep an attack going. Like most optional rules, Attack Effectiveness increases realism and complexity while decreasing playability. Players are encouraged to try it at least a few times, if only in order to find out which system they prefer.

[23.0] DESIGNER’S NOTES

Antietam was a fairly uncomplicated game to design as much as most of the game system and rules already existed - partly from earlier games, such as Borodino and Austerlitz, and partly from Antietam’s companion games of Chickamauga, Gettysburg and Shiloh. Having one basic set of rules made much of the work simpler. The game did however, have some problems and elements peculiar to itself.

For one thing, Antietam has largely been ignored by Civil War historians. Relatively few in-depth studies of the battle have been made. Most general histories seem content to write the battle off as an indecisive bloodbath and look no further. This falsely stems from the nature of the campaign. In a war known for unique, illogical, and unpredictable battles, Antietam stands out as a triumph of mismanagement. For instance, Lee allowed a copy of his marching orders to fall into Union hands and permitted himself to be trapped ashore by an army twice his size in what was only a fair defensive position. In case of a major defeat, there would have been no place to go; the Army of Northern Virginia would have ceased to exist. Lee knew this, but took a calculated risk, apparently pinning his hopes of victory on McClellan.

For his part, McClellan did all he could to throw away whatever advantages he had. Once he had succeeded in trapping Lee, McClellan did nothing and allowed reinforcements for both sides to come up. On the next day (September 17), he launched a series of ill-coordinated piecemeal attacks, keeping large parts of his army in reserve. On the 18th both sides despaired, since the number of previously uncommitted Union troops exceeded the number of men in Lee’s entire army. That evening, the Confederates escaped across the Potomac into Virginia. Characteristically, McClellan did not pursue.

Naturally, for Antietam to be a game at all, these conditions had to be recreated. The Special Rules are an attempt to do this. The Union Movement Rule reflects the uncoordinated nature of the Union attacks and their reluctance to commit the entire army to the struggle. Other rules represent various factors such as the presence of Parrott 20 lb. guns (the Union rifled artillery units).

The orders of battle and the Union Combat Strengths were not difficult to arrive at. However, the Confederates presented a problem. On September 17, 1862, the Army of Northern Virginia had a paper strength of about 55,000. But through the process of straggling, desertion, and disease had greatly reduced that number. While exact figures are impossible to arrive at, it is probable that no more than about 37,000 Confederates took part in the battle.

Other features in the game reflect the realities of the period. All units have the same Movement Allowance because there was no great tactical difference in speed between the various combat arms. Incidentally, the artillery units included in the game represent only corps and reserve artillery; with the exception of Stuart’s horse artillery, divisional artillery was built directly into the brigade strengths.

Victory Conditions presented the final problem. In an objective sense, the South could not win Antietam. At best, Lee would come out on the plus side of an attrition battle. This, in itself, would accomplish little due to the North’s overall manpower advantage. But a Confederate victory, or even a draw, would have important strategic and political effects. Although Lee probably still had to retreat out of Maryland, a Southern victory would prevent Lincoln from issuing the Emancipation Proclamation and would encourage foreign powers to recognize the Confederacy. Ultimately, this, and not the bloodshed, was what Antietam was all about.

The Victory Conditions, as well as the game itself, are structured for this purpose.
[7.6] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker's Strength to Defender's Strength</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>2</td>
</tr>
<tr>
<td>3</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>6</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</td>
<td>1 MP; negates effect of other terrain in hex 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 bridge (or ford) hexside</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</td>
</tr>
<tr>
<td>(Cemetery Hill, Chickamauga, Shiloh only)</td>
<td></td>
<td></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</td>
<td>3 MP (see 5.24)</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Shiloh, Antietam only)</td>
<td></td>
<td></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) hexside</td>
</tr>
<tr>
<td>(Cemetery Hill, Antietam only)</td>
<td></td>
<td></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: Thomas Waleczk
Physical Systems Design and Graphics: Redmond A. Simonsen
Systems Design and Game Development: Irad B. Hardy III, John Michael Young, Thomas Waleczk
Production: Manfred F. Milkuhn, Larry Catulano, Kevin Zucker, Linda Mosca
BLUE & GRAY
STANDARD RULES
for the games

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

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BLUE & GRAY STANDARD RULES OUTLINE

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[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 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 sheet portrays the area in which the battles took place. 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 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 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

The Blue & Gray Game System uses the standard American military symbols for units. Each unit is represented by a symbol, which indicates its type, size, and strength. The symbols are as follows:

- Infantry
- Artillery
- Cavalry

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/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types

- Infantry
- Artillery
- 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: QuadriGames
  - Game Map
  - Die-Cut Counter Sheet
  - Standard Rules Folder
  - Exclusive Rules Folder
  - Die (or Randomizer)
  - Game Box
  - Folio (Folder)
  - 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 player and which the second, Players 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 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.

2. 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 as or few as 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

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.

A unit may never enter a hex containing an enemy unit.

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).

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 finished his move in one hex, 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

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.

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

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.

Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never end 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.

[5.25] 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 hex. 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

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

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

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, 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.

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 hexides 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 attach 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 combats 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 totalled, and this total Strength is attacked.

[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 (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” 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 “Diversionary” or “Holding Attacks”.

[7.6] EXPLANATION OF COMBAT RESULTS

(Assume Exclusive Ruin Phase)

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

D = Defender Eliminated. All Defending units are eliminated.

E = 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.

F = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).

R = 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 7.7.2) 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 bombarding, 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 were 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 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 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 roll 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 5-11 attack. Player announces that he desires a 3-11 attack. Player requests that the results be used 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 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 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 Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, Infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight line 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(1). 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.

[12.0] DESIGNER'S NOTES

In designing the Blue & Grey game series, we started with the premise that the Civil War battles were in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Napoleon at Waterloo game series. We felt that the Napoleon at Waterloo game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance combat, and sequential Player-Turns, were retained in the present game.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmishing was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy's infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appendixed in the pursuit of simplicity. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to breed frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself, toward the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombarding on attack to bombarding in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).
[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

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0119 2a 2

[14.2] UNION ARMY

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[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] RESTRICTIONS
[15.1.1] The Owning Player may enter his reinforcements on the map at any time during his Movement Phase.
[15.1.2] Once a unit has entered the map, it may move and engage in combat freely, just as any other unit already present.
[15.1.3] 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.
[15.1.4] Units forced off the map by combat are considered eliminated for Victory Point purposes.
[15.1.5] Reinforcement units expend one Movement Point to be placed on the entry hex.

[16.0] REINFORCEMENT CHART

[16.1] CONFEDERATE ARMY

<table>
<thead>
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<th>Hex</th>
<th>Type</th>
<th>Designation</th>
</tr>
</thead>
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7 Cooke
9 Kirkland (Kirkland)
8 Walker
6 Davis
8 Lane
7 Thomas
8 Scales
8 McGowen (McGowen)
2a 3

Appearing on Game-Turn Five on hex 0118:
5 Johnston (Johnston)
6 Ramseur

Appearing on Game-Turn Nine on hex 0726 or hex 0627:
8 Henagan
6 Humphreys (Humphreys)
6 Bryan
7 Wofford
6 Anderson (Anderson)
6 Gregg
5 Benning
6 Law
7 Jenkins
6 Harris
3 Perry
6 Perrin
7 Mahone
4 Wright
5a 1

[16.2] UNION ARMY

<table>
<thead>
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<th>Hex</th>
<th>Type</th>
<th>Designation</th>
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10 2/3/11
10 1/3/11
[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 tally 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 A (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 possession 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 Spottwood (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 Spottwood (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 0028:

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 Game-Turn. 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 ruination 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

Appearing 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
9 6/2/II
10 1/1/II
6 2/1/II
7 1/1/II
7 3/1/II

Appearing 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 3/1/V
4 3/3/V
12 1/4/V
5 2/4/V
5 3/4/V

Appearing 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

Appearing on Game-Turn Nine on hex 0102:

7 4/1/VI
6 TD
10 TD

Appearing on Game-Turn Eleven on hex 0102:

4 2/1/IX
12 2/2/IX
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 factor for the Confederates.

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 roads. 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 maneuvered 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 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>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
</tr>
<tr>
<td>3</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
</tr>
<tr>
<td>4</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
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<td>Dr</td>
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<td>Dr</td>
<td>Dr</td>
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<tr>
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<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
</tr>
<tr>
<td>6</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</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 in hex 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) hexside</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. Miltkun, Larry Cataluna, Kevin Zucker, Linda Mosca.
BLUE & GRAY
STANDARD RULES
for the games

SHILOH, ANTIETAM, CEMETARY HILL, CHICKAMAUGA

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BLUE & GRAY
STANDARD RULES
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[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 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 shows 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 Designation

<table>
<thead>
<tr>
<th>Unit Size</th>
<th>X</th>
</tr>
</thead>
</table>

Unit Type

<table>
<thead>
<tr>
<th>Combat Strength</th>
</tr>
</thead>
</table>

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/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types

- Infantry
- Artillery
- 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 mowed 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 Player 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 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 may 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 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'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 expires 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 expires 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.

[5.24] Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never end 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.

[5.25] Units may never cross creek hexides. They may cross creeks only by moving through bridge or ford hexides. There is no additional cost for moving through a bridge hexside. Movement through a ford hexide costs one additional Movement Point. Example: If a unit moves through a ford hexide 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, 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 hexides 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 combats 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 army 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 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 (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 5/5 would defend, on a Rough Terrain hex, at an effective strength of 6/6. 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 "Distractor" 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 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 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 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 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 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 inures 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 may 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; they are 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 bombard 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 Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[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] Forest and Rough Forest and Town hexes are the only blocking terrain hexes (not Rough terrain only).

[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 unit(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 (An) 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 next 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 accordingly by 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.

[12.0] DESIGNER’S NOTES

In designing the Blue & Gray game series, we started with the premise that the Civil War battles were similar in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already completed Napoleon at Waterloo generation of games. We felt that the Napoleon at Waterloo game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy’s infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appended in the published rules to make it more accessible. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself ground down in the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit. We considered, for a while, switching artillery from bombardment on attack to bombardment in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).
Cemetery Hill
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[13.0] INTRODUCTION

Cemetery Hill is a simulation, on an operational level, of the battle between the Army of the Potomac and the Army of Northern Virginia at the town of Gettysburg, Pa. The game covers the period from 1 July to 4 July, 1863, when these two armies fought the bloodiest battle in American history to that point. The game system is an adaptation of the popular Napoleon at Waterloo system. Various special and optional rules allow the Players to recreate a picture of the historic event.

[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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<td>11</td>
<td>2/1</td>
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<tr>
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<td>13</td>
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<td>1107</td>
<td>9</td>
<td>1/X</td>
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[14.2] CONFEDERATE ARMY

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<tr>
<td>0507</td>
<td>4a</td>
<td>4</td>
<td>Pegram</td>
</tr>
</tbody>
</table>

[14.3] PLAYER SEQUENCE

[14.3.1] The Union Player is the first Player. His Player-Turn is first in each Game-Turn.

[14.3.2] The Union Player has no Player-Turn on Game-Turn One. His units may not be moved during the Game-Turn, except as a result of combat; Union units' Zones of Control and Defensive abilities are unaffected.

[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 track. Reinforcement units arrive during the Player's Movement Phase of the Game-Turn indicated. If a reinforcement hex is controlled or occupied by an Enemy unit, the reinforcements are delayed one Game-Turn. Union arrival is on the next unblocked road hex to the south and/or east of the original. Confederate arrival must be north and/or west of the original.

[15.1] The Owning Player may enter his reinforcement units onto the map at any time during his Movement Phase.

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

[15.3] Each reinforcing unit expands one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to stacking restrictions by the end of the Movement Phase.

[15.4] Units forced off the map by combat are considered eliminated for Victory Conditions.

[15.5] REINFORCEMENT CHART

<table>
<thead>
<tr>
<th>Strength</th>
<th>Union Army</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>Designation</td>
</tr>
</tbody>
</table>

Arriving on Game-Turn Three
on hex 1127:
12 1/II
11 2/II
11 3/II

Arriving on Game-Turn Four
on hex 2212:
12 1/V
10 2/V

on hex 1127:
6a 1 Reg
6a 1 Vol
3a 2 Vol

Arriving on Game-Turn Five
on hex 2212:
8 3/V

on hex 1127:
6a 3 Vol
6a 4 Vol

Arriving on Game-Turn Six
on hex 2212:
5c 1/2
5c 2/2
4c 3/2

on hex 2221:
16 1/VI
16 3/VI
12 2/VI

Arriving on Game-Turn Ten
on hex 0127:
5c 1/Res
5c 3/I

[15.5.2] Confederate Army

<table>
<thead>
<tr>
<th>Strength</th>
<th>Type</th>
<th>Designation</th>
</tr>
</thead>
</table>

Arriving on Game-Turn Two
on hex 0104:
12 1 Johnson
12 2 Johnson
14 1 Anders (Anderson)
9 2 Anders (Anderson)
3a McIntosh (McIntosh)

Arriving on Game-Turn Three
on hex 0104:
12 1 McLaw
12 2 McLaw
11 1 Hood
10 2 Hood
5a Alexndr (Alexander)
3a Nelson

Arriving on Game-Turn Six
on hex 1101:
4c F Lee
4c W Lee

Arriving on Game-Turn Nine
on hex 0104:
9 1 Pickett
9 2 Pickett
5c Hampton

on hex 2201:
4c Jenkins
4c Hbertson (Robertson)
[15.53] Game Length
Cemetery Hill is composed of 15 Game-Turns (hrs. 3, 8 and 13 = Night).

[16.0] EXITING THE MAP

[16.1] Only cavalry units may exit the map. They may only exit on the East or South edges. Once they have exited they may never return. Exit
ed units are not considered destroyed for Victory Point purposes, and may ignore Line of Communication rules. Exiting the map costs one Movement Point.

[16.2] At the end of each Union Player-Turn, each Player determines the cumulative total of his Cavalry units which have exited the map up to that point in the game. Each turn, the Confederate Player is awarded five Victory Points for each Confederate exited cavalry unit in excess of the number of Union exited cavalry units. Example: On Game-Turn Twelve, the Confederate Player exits three cavalry units, and during Game-Turn Thirteen, the Union Player exits two. At that time, the Confederate Player is awarded five Victory Points, and a notation of the Victory Points awarded is made. If, during the following Confederate and Union Player-Turns, no more cavalry units were exited, the Confederate Player would still receive five more Victory Points each Game-Turn.

[17.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by the accumulation of Victory Points. Points are awarded to each Player according to the Victory Point Schedule.

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 totaled for each Player, and the Player with the higher number of Points is awarded 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
The Confederate Player receives:
2 Victory Points for each Union Combat Strength Point eliminated and 1 Victory Point for each remaining Union Combat Strength Point without a Line of Communications at the end of the game.
The Union Player receives:
3 Victory Points for each Confederate Combat Strength Point eliminated and 1 Victory Point for each remaining Confederate Combat Strength Point without a Line of Communications at the end of the game.
The Friendly map edge for the Union units is the East map edge; the West map edge is Friendly to Confederate units.

[17.2] LINE OF COMMUNICATIONS
A unit is considered to have a Line of Communications at the end of the game, if a line of hexes of any length can be traced from the unit to a road, which, in turn, leads off a Friendly map edge. The entire path of hexes, including the road hexes, must be free of Enemy units and unoccupied Enemy-controlled hexes; a Line of Communications may be traced through any hex occupied by Friendly units, regardless of Enemy Zones of Control.

[17.3] LEVELS OF VICTORY
Stated as a ratio of Union Victory Points to Confederate Victory Points:
UNION DECISIVE VICTORY 2 to 1 or greater.
UNION SUBSTANTIVE VICTORY at least 1.5 to 1, but less than 2 to 1.
UNION MARGINAL VICTORY greater than 1 to 1, but less than 1.5 to 1.
CONFEDERATE MARGINAL VICTORY 1 to 1 or less, but greater than 1 to 1.5.
CONFEDERATE SUBSTANTIVE VICTORY 1 to 1.5 or less, but greater than 1 to 2.
CONFEDERATE DECISIVE VICTORY 1 to 2 or less.

[18.0] PLAYER’S NOTES
The Confederate Player finds himself in a classic position. He is concentrating faster than his opponent and has a chance to destroy him piecemeal.
This is not meant to imply that he starts with a definite advantage. The Confederate Player must make the most of this because any delay will find him opposing a very strong Union army in good defensive terrain. As part of his general strategy, the Confederate Player should attempt to turn at least one of the Union flanks. This will force the Union Player to keep his army spread out. The Confederate Army should be able to concentrate against any section and give it a good pounding.
One of the “must” moves on the part of the Confederate Player is to have a unit block the Hanover Road. There are two very strong reasons for this. First, it delays Union reinforcements a Game-Turn, and forces them to arrive further from the battle. Second, if they were allowed to arrive by Hanover Road, they would be in an excellent position to turn the Confederate left flank.
The Union Player finds himself in a delicate situation at the start of the game. His army is spread all over the map and his reinforcements arrive piecemeal and usually far away from the battle. The immediate problem is saving I and IX Corps from destruction and maintaining some sort of line at the same time. Of the two, however, maintaining a line is far more important for obvious reasons. If the Confederate Player breaks through the line he can threaten the entire position around Cemetery Hill. The next thing for the Union Player to worry about is any outflanking maneuver by the Confederates. He will find the Confederate Player attempting to stretch the Union line to the breaking point. Despite the initial inequalities it will still be possible for the Union Player to hold off the Confederates. Eventually, it will come time for the Union Player to go onto the offensive. It is at this point that he must be extremely careful. His attacks must be carefully considered and well protected on the flanks or he might find his assaulting force eliminated by Confederate counterattacks.

In manipulating the combat strengths of the units, the designer was able to build in the distinct qualitative advantage the Union had in artillery. It was not that they had better guns, but that their crews were better trained and the artillery was under centralized control.

It is hoped that all the time and effort put into the game was worthwhile. The final judge of this will be the Players. The degree to which they enjoy the game and find it mentally stimulating will be the degree to which it was a successful design.

[19.0] DESIGNER’S NOTES
Making a simple, yet accurate, game is too often a contradiction in terms to the public. People will always find some little historical guide which was left out of the game. This will be especially true for this game, because the topic is one of the most widely read in America. Everybody will approach the game with some preconceptions about the battle.
Because of this, the designer had to do very careful research in order to be able to defend himself against anyone (including staff members) with a differing view. This resulted in his going over the strengths of the units at least three times and seven versions of the map. Besides the hard data which was relatively easy to acquire, the designer also had to search for the reasons both sides fought and why one was victorious over the other. The most obvious result of all this research can be found on the map. There is a noticeable lack of ridges in the middle of Cemetery Ridge. The fact is that the slope is so gradual there that no benefit can be derived for the defender and it offers no more of an obstacle to movement than any other piece of clear terrain. Less obvious are the manipulations of the time scale and the combat strength. The time scale exists as it is because of the lack of serious action during the battle. This was due to the nature of Civil War battles in general and this one in particular. These battles were fought by professionals who were taught Napoleonic tactics. They understood the need for speed and quick reaction on the defense, but tended to be very slow in initiating major attacks.
There it took a great deal of time to plan an attack, brief all the commanders, place the brigades at the start line, etc. In addition, this battle was slower than usual for several reasons. Both sides had been marching for days in intense summer heat. The Union corps commanders tended to bicker over protocol. The Confederates were afflicted with particularly inept brigade commanders at critical positions in the battle. And, finally, Lee and his corps commanders all seemed to be having an off day. This is not to say that the fighting was not intense, but, rather, there was a lack of major offensive attacks.

In manipulating the combat strengths of the units, the designer was able to build in the distinctly qualitative advantage the Union had in artillery. It was not that they had better guns, but that their crews were better trained and the artillery was under centralized control.

It is hoped that all the time and effort put into the game was worthwhile. The final judge of this will be the Players. The degree to which they enjoy the game and find it mentally stimulating will be the degree to which it was a successful design.
### [7.6] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Probability Ratios (Odds)</th>
<th>Die Roll</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attacker’s Strength to Defender’s Strength</td>
<td>1</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Ae</td>
<td>Ar</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
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<td>Dr</td>
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<td>Ae</td>
<td>Ae</td>
<td>Dr</td>
<td>Ex</td>
<td>Ex</td>
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<td>Ae</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>6</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 of 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 in hex if entered through road hexside</td>
<td>Depends on other terrain</td>
</tr>
<tr>
<td>Creek Hexiside</td>
<td>May only cross at bridges (or fords)</td>
<td>May only attack across bridges (or fords)</td>
</tr>
<tr>
<td>Bridge Hexiside</td>
<td>No additional MP</td>
<td>Defender doubled if all attacking units attack across bridge (or ford) hexisides</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</td>
</tr>
<tr>
<td>(Cemetery Hill, Chickamauga, Shiloh only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Hex</td>
<td>May not enter</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Shiloh, Antietam only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Ferry Hex</td>
<td>3 MP (see 5.24)</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Shiloh, Antietam only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Town Hex</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>(Cemetery Hill, Antietam only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ford Hexiside</td>
<td>1 MP additional to cross</td>
<td>Defender doubled if all attacking units attack across ford (or bridge) hexisides</td>
</tr>
<tr>
<td>Trail Hex</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>

(Creek Hexiside (Cemetery Hill, Chickamauga, Shiloh only) | Bridge Hexiside (Cemetery Hill, Antietam only) | Ford Hexiside (Cemetery Hill, Antietam only) | Trail Hex (Chickamauga only) | Defender doubled if all attacking units attack across ford (or bridge) hexisides | Defender doubled in hex (see 8.3) |

### DESIGN CREDITS

Game Design: Edward Curran
Physical Systems Design and Graphics: Redmond A. Simonsen
Systems Design and Game Development: Irad B. Hardy, III, John Michael Young, Edward Curran
Production: Manfred F. Miltzahn, Larry Catalano, Kevin Zucker, Linda Mosca
<table>
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**Turn:**

- 2/2
- 7/4
- 3/2
- 6
- 6

**Game:**

- 3
BLUE & GRAY
STANDARD RULES
for the games
SHILOH, ANTETAM, CEMETERY HILL, CHICKAMAUGA, FREDERICKSBURG, HOOKER & LEE, CHATTANOOGA, WILDERNESS

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BLUE & GRAY
STANDARD RULES
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[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 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" mapsheet 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 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 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 Size
- Unit Designation
- Combat Strength

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: "2/3/4V" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types
- Infantry
- Artillery
- Cavalry
- Artillery

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
- QuadtGames
- Game Map
- Die-Cut Counter Sheet
- Standard Rules Folder
- Exclusive Rules Folder
- Die (or Randomizer)
- Game Box
- Folio (Folder)
- 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 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 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
[5.11] 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 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 who moved it has had his turn, 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 expends 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 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 only 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 end 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 hexes to which the arrow indicators point.

[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, 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 the 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 combats 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 withhold a unit in a hex under attack. The attacker must attack 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 (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" 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 "Diversionsary" or "Holding Attacks".

[7.6] EXPLANATION OF COMBAT RESULTS

(See Exclusive Rules Folder)

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.
Re = 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 these 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 is 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 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 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 retreating 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, artilleries 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 the same hex.

[8.15] Artillery attacks 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.
[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 occurs 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
[11.3.1] 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.

[11.3.2] 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.

[12.0] DESIGNER'S NOTES
In designing the Blue & Grey game series, we started with the premise that the Civil War battles were in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Napoleon at Waterloo game series. We felt that the Napoleon at Waterloo game system, as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was far more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy's infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appendixed in the pursuit of simplicity. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself, toward the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombingard on to bombingard in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombardard artillery is invaluable).
Blue & Gray II

Chattanooga
Gateway to Victory, Nov. 24-25, 1863
EXCLUSIVE RULES

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[13.0] INTRODUCTION

Chattanooga is a tactical level simulation of the battle between General Ulysses Grant, commanding the Armies of the Cumberland and of the Tennessee, and General Braxton Bragg, commanding the Army of Tennessee.

[14.0] INITIAL DEPLOYMENT CHART

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

[14.1] UNION ARMY

<table>
<thead>
<tr>
<th>Hex</th>
<th>Type Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1704</td>
<td>1/2/XV</td>
</tr>
<tr>
<td>1604</td>
<td>2/2/XV</td>
</tr>
<tr>
<td>1705</td>
<td>1/2/XVII</td>
</tr>
<tr>
<td>1605</td>
<td>2/2/XVII</td>
</tr>
<tr>
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</tr>
<tr>
<td>1507</td>
<td>2/4/XV</td>
</tr>
<tr>
<td>1304</td>
<td>1a Sherman</td>
</tr>
<tr>
<td>1204</td>
<td>6 1/2/XIV</td>
</tr>
<tr>
<td>0097</td>
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</tr>
<tr>
<td>0087</td>
<td>4c 3</td>
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<tr>
<td>1712</td>
<td>1/3/XI</td>
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</table>

[14.2] CONFEDERATE ARMY

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<tbody>
<tr>
<td>2317</td>
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<td>5 Quarles</td>
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<tr>
<td>2418</td>
<td>2a Reserve</td>
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<td>2a Smith</td>
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<tr>
<td>2219</td>
<td>4 Reynold</td>
</tr>
<tr>
<td>2121</td>
<td>3 Strahl</td>
</tr>
<tr>
<td>2205</td>
<td>5 Stovall</td>
</tr>
<tr>
<td>2203</td>
<td>2a Sanford</td>
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<tr>
<td>1822</td>
<td>4 Cumming</td>
</tr>
<tr>
<td>1723</td>
<td>5 Jackson</td>
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<tr>
<td>1523</td>
<td>4 Brown</td>
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<td>1222</td>
<td>5 Moore</td>
</tr>
<tr>
<td>1124</td>
<td>5 Pettus</td>
</tr>
<tr>
<td>1025</td>
<td>1a Corput</td>
</tr>
<tr>
<td>0926</td>
<td>4 Clayton</td>
</tr>
<tr>
<td>0724</td>
<td>3 Whihill</td>
</tr>
</tbody>
</table>

[14.3] PLAYER SEQUENCE

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

[14.3.2] The game consists of ten Game-Turns. Game-Turn Five is a Night Game-Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:
The Union Player receives reinforcements according to the Reinforcement Chart. These units must arrive during the Union Player’s Movement Phase of Game-Turn Two and are placed on the edge of the map in one of the specified hexes.

[15.1] RESTRICTIONS

[15.1.1] The Union Player may bring his reinforcement units onto the map at any time during his Movement Phase of Game-Turn Two.

[15.1.2] Reinforcing units may not enter an entry hex which is also an Enemy controlled hex. If the reinforcing units are not able to enter the map on Game-Turn Two, they are considered eliminated and count as Union units eliminated for Victory Conditions.

[15.1.3] Each reinforcing unit must expend the necessary Movement Point cost for the terrain to enter the entry hex.

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

[15.1.5] Units may not exceed the stacking restrictions when entering the map.

[15.2] REINFORCEMENT CHART

[15.2.1] Union Army [only]

<table>
<thead>
<tr>
<th>Strength</th>
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</thead>
<tbody>
<tr>
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</tr>
<tr>
<td>2305</td>
</tr>
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<td>2106</td>
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<td>2207</td>
</tr>
<tr>
<td>2109</td>
</tr>
<tr>
<td>2209</td>
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<tr>
<td>2110</td>
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<td>2210</td>
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<td>2413</td>
</tr>
<tr>
<td>2314</td>
</tr>
<tr>
<td>2315</td>
</tr>
</tbody>
</table>

[16.0] UNION ARTILLERY

GENERAL RULE:
For the months of October and November, 1863, the Confederate Army decided to starve the Union Army at Chattanooga into submission by cutting off the Union supply sources. During the two month siege the Union Army used their horses as a source of food rather than as a means of drawing
[18.0] REDOUBT HEXES
[18.11] When the term redoubt is used, it refers to both the Union Entrenchments and the Confederate Rifle Pits. They are considered equal in terms of defensive and movement cost purposes.

[18.12] The "enemy" side of a redoubt hexside is the side which contains the "barbed" redoubt terrain symbol (see the Terrain Key). A defending unit only receives the benefit of the redoubt hexside when attacked exclusively across redoubt hexsides from the "enemy" side (see the Terrain Effects Chart).

[18.13] Zones of Control do extend across redoubt hexsides. Both Confederate and Union units are eligible to gain the defensive bonus for any redoubt hexside.

[19.0] FERRY HEXES
[19.1] RESTRICTIONS
[19.11] Any units may cross through the Ferry Hexes — 1305, 1013, 0814 and 0517. Units may only enter and leave a Ferry Hex in the direction of the arrows shown on the map. The Movement Point Cost to enter a Ferry Hex is three Movement Points.

[19.12] No unit may end its Movement Phase in a Ferry Hex; hence no unit may attack from a Ferry Hex.

[19.13] Any unit which is forced to retreat into a Ferry Hex is eliminated instead.

[20.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by the accumulation of Victory Points. Points are awarded to each Player according to the Victory Point Schedule for the elimination of Enemy units and/or for the control of certain hexes.

PROCEDURE:
Each Player starts with zero Victory Points. On a blank sheet of paper, each Player keeps track of the Victory Points that he has scored. These Victory Points are awarded for a variety of actions as detailed on the Victory Point Schedule. At the end of the game, the number of Points is totaled for each Player. The Confederate Player subtracts his Point total from the Union Player's Point total to compute a differential. The Players then refer to the Levels of Victory Chart to determine the winning Player.

[20.1] VICTORY POINT SCHEDULE
[20.11] Points Awarded During Play
1. The Confederate Player receives three Victory Points for each Union unit eliminated.
2. The Confederate Player receives four Victory Points for either of the following hexes — 1514 and 1417 — if he ever controls either hex during the game (or eight Victory Points if he ever controlled both hexes). These Points are awarded only at the time of control of the hexes, and are only awarded once during the game (see Case 17.15 for definition of "control").
3. The Union Player receives two Victory Points for each Confederate unit eliminated.

[20.12] Points Awarded at Game's End
1. The Confederate Player receives four Victory Points for each Chattanooga town hex which is in the Zone of Control of one (or more) Confederate infantry units. The presence of a Union unit in a Chattanooga town hex does not negate the Zone of Control for Victory Point purposes.
2. The Union Player receives four Victory Points for each of the following hexes — 2207, 2311, 2416 and 2419 — if he is the last Player to control these hexes (see Case 17.15 for definition of "control").

[20.2] LEVELS OF VICTORY
Stated as a differential; Union Victory Points minus Confederate Victory Points
Union Defeasive Victory: +26 or more.
Union Substantive Victory: between +16 and +25.
Union Marginal Victory: between +6 and +15.

Confederate Marginal Victory: between -15 and -6.
Confederate Substantive Victory: between -25 and -16.
Confederate Defeasive Victory: -26 or less.
On the Northern flank, the bridges on Citico Creek are important. If you can control them, you cut the Union position in two. You can then attack each part separately.

Although you can gain Points for occupying Fort Wood, Fort Negely and/or Chattanooga, ignore these objectives until the last couple of Turns of the game. Only then can you really give any serious thought to occupying these positions.

**[22.0] DESIGNER'S NOTES**

For a simple game, Chattanooga presented several complicated problems. In Chattanooga, the Players take on the role of the field commanders, namely Gen. Grant for the Union Player and Gen. Bragg for the Confederate Player. The Players are faced with the same historical conditions and resources that Grant and Bragg had available. Let us examine the historical factors.

There were numerous circumstances when Union units were not moved when ordered, or moved when they were ordered not to. Clearly, there were a number of times that Grant observed that his orders were not carried out.

The simulation is intended to be a grand-tactical level game. The game as it is does follow the general flow of the real battle. In playtesting, it was pleasantly surprising to discover that the Union Players tended to follow Grant's original plan; the Union flanks were used to push back the Confederates as well as to draw units from the center. On the final day, November 24 (the last four Game-Turns), the Union center was then hurled at the Confederate center to crack its position in two. As soon as the Union troops had crowned Missionary Ridge along the Confederate lines, the Confederate position became untenable and their formation simply broke. The Union movement restrictions as they stand tend to control the game so that the historical flow could be simulated, rather than dictating the course of the game so that history could be repeated.

Players are welcome to disagree and to try the game without the Union Movement Restriction Rule. They will discover that the game quickly becomes a matter of die rolling and steam rolling. The Union units simply ride roughshod over any Confederate position without regard for any historical basis or military theory. In short, it no longer becomes a game. To say that the Union Movement Restriction Rule makes the game is not true either, but it should be regarded and be given more credit than Players may wish to bestowed upon it as a necessary ruling to give the game historical sanity as well as simply making the simulation a game.

If you have purchased a copy of Chickamauga, from the original Blue & Gray QuadriGame, you may experiment with a "super campaign" game. Late in development, it was pointed out that, with minor modifications, the Chattanooga and Chickamauga maps could be made to overlap with one another. A Player may be loathe to cut or fold his map and may want to purchase an additional map. Simply trim down the Northwest corner of the Chickamauga map of the Southeastern corner of the Chattanooga map so that the following hexes are superimposed upon one another: hexes 0101 and 0501 of Chickamauga should coincide directly with hexes 2025 and 2425 of Chattanooga, respectively. This overlap permits Players to start with the Chickamauga battle and continue right through to the Chattanooga battle.

Players should keep in mind the following facts. The battle of Chickamauga occurred on September 20, and the battle of Chattanooga commenced on November 23. Thus, there was a two month interlude between battles. In fact, there was considerable commotion during the intervening weeks, but it cannot be shown within the framework of the game. For instance, supplying the Union Army was a major problem. Bragg knew this, so while he had the Union Army invested he sent his cavalry to raid the Union supplies. On both sides, earthworks were constructed to strengthen the defenses. On the other hand, when Union and Confederate soldiers were on picket duty, they often exchanged stories and tobacco. Bragg's army was plagued with disagreement and indecisiveness among the higher officers. A single, continuous "Campaign Game" would be difficult to develop; although losses in Chickamauga could easily affect force levels in Chattanooga.
### [7.6] COMBAT RESULTS TABLE

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

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 Strength 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 in hex 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 bridge (or ford) hexsides</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) hexside</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>Penteon 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: Frederick Georgian
Physical Systems Design and Graphics: Rodmond A. Simensen
Systems Design and Game Development: Edward Curran, Frederick Georgian
Production: Manfred F. Mejrius, Larry Catalano, Kevin Zacker, Linda Mecca.
BLUE & GRAY
STANDARD RULES
for the games

SHILOH, ANTIETAM, CEMETERY HILL, CHICKAMAUGA

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BLUE & GRAY
STANDARD RULES
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[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 gamers' 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" mapportrays 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 aid play.

A hexagonal grid is superimposed over the terrain features printed on the map itself. 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/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Artillery

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 to the address above.

Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

[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 grey 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. 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 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
[5.11] 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 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'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 expends 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 expends 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 expends 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 end 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.
[5.25] Units may never cross creek hexides. They may cross creeks only by moving through bridge or ford hexides. 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, 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 hexides 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 combats 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 Enemy 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 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 the 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 (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 bombing 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 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 “Diversionary” 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 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 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 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 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 bombing the defending unit. Artillery units may move 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 bombing 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 bombing 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 bombing artillery, the defending unit would be eliminated, but the bombing units would not be affected. Of course, other units cooperating with the bombing 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 bombing 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 bombing, they must both bombard the same hex.

[8.15] Artillery attacking from a non-adjacent hex (that is, bombing) 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 bombardering Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombardering 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 Combat Strength to the attack.

[8.23] When making a combined attack with bombardering Artillery units, infantry and cavalry units always suffer all Combat Results, though bombardering Artillery units do not.

[8.3] LINE OF SIGHT
[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-line edge from the hex of the bombardering Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombardering 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] Forest and Rough, Forest and Town hexes are the only blocking terrain hexes (not Rough terrain only).

[8.34] The terrain in the target hex and in the hex of the bombardering 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 unit(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 (³R) 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. 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.

[12.0] DESIGNER’S NOTES
In designing the Blue & Gray game series, we started with the premise that the Civil War battles were similar in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Waterloo generation of games. We felt that the Napoleonic at Waterloo game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muskie-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy’s infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appened in the published rules. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself on the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombarding on attack to bombarding in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).
CHICKAMAUGA EXCLUSIVE RULES

[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

Strength

<table>
<thead>
<tr>
<th>Hex</th>
<th>-Type Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1317</td>
<td>1/1/XIV</td>
</tr>
<tr>
<td>1319</td>
<td>2/1/XIV</td>
</tr>
<tr>
<td>1318</td>
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</tr>
<tr>
<td>1413</td>
<td>4 1/3/XIV</td>
</tr>
<tr>
<td>1414</td>
<td>5 2/3/XIV</td>
</tr>
<tr>
<td>1315</td>
<td>3/3/XIV</td>
</tr>
<tr>
<td>1022</td>
<td>8 Wilder</td>
</tr>
<tr>
<td>0822</td>
<td>5 2/4/XIV</td>
</tr>
<tr>
<td>2011</td>
<td>5c 1/2</td>
</tr>
<tr>
<td>1127</td>
<td>4 1/1/XXI</td>
</tr>
<tr>
<td>1227</td>
<td>3/1/XXI</td>
</tr>
<tr>
<td>0302</td>
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<tr>
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</table>

[14.2] CONFEDERATE ARMY

Strength

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<tbody>
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<tr>
<td>2027</td>
<td>5 Polk</td>
</tr>
<tr>
<td>2022</td>
<td>3 Fulton</td>
</tr>
<tr>
<td>1726</td>
<td>4 Brown</td>
</tr>
<tr>
<td>1825</td>
<td>4 Bates</td>
</tr>
<tr>
<td>1926</td>
<td>4 Clayton</td>
</tr>
<tr>
<td>1526</td>
<td>7 Gracie</td>
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<tr>
<td>1527</td>
<td>4 Trigg</td>
</tr>
<tr>
<td>1626</td>
<td>3 Kelly</td>
</tr>
<tr>
<td>2517</td>
<td>4 Gregg</td>
</tr>
<tr>
<td>2317</td>
<td>4 McNair</td>
</tr>
<tr>
<td>1721</td>
<td>4 Kershaw</td>
</tr>
<tr>
<td>1921</td>
<td>3 Humphrey (Humphrey)</td>
</tr>
<tr>
<td>1821</td>
<td>4 Law</td>
</tr>
<tr>
<td>2316</td>
<td>3 Rhett (Robertson)</td>
</tr>
<tr>
<td>1722</td>
<td>4 Anderson (Anderson)</td>
</tr>
<tr>
<td>1922</td>
<td>3 Benning</td>
</tr>
<tr>
<td>1820</td>
<td>4 Jackson</td>
</tr>
<tr>
<td>1920</td>
<td>3 Maney</td>
</tr>
<tr>
<td>1620</td>
<td>4 Smith</td>
</tr>
<tr>
<td>1720</td>
<td>4 Wright</td>
</tr>
<tr>
<td>2020</td>
<td>3 Strahl</td>
</tr>
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</tr>
<tr>
<td>2218</td>
<td>5 Wilson</td>
</tr>
<tr>
<td>2422</td>
<td>4 Liddell</td>
</tr>
<tr>
<td>2421</td>
<td>4 Wthll (Walthall)</td>
</tr>
<tr>
<td>2212</td>
<td>3c Armstrong (Armstrong)</td>
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<tr>
<td>2411</td>
<td>3c Dvdson (Davison)</td>
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<tr>
<td>2015</td>
<td>6c Forrest</td>
</tr>
<tr>
<td>2314</td>
<td>6c 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

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 expends one Movement Point entering the reinforcement hex, the second unit expends 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

Strength

- Type Designation

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

<table>
<thead>
<tr>
<th>Number</th>
<th>Designation</th>
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<tbody>
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<tr>
<td>4</td>
<td>2/2/XIV</td>
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<tr>
<td>3</td>
<td>3/2/XIV</td>
</tr>
<tr>
<td>3a</td>
<td>XIV</td>
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<tr>
<td>5</td>
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<td>1/2/XXI</td>
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<tr>
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<td>3/2/XXI</td>
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<tr>
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<td>1/3/XXI</td>
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</tr>
<tr>
<td>3a</td>
<td>XXI</td>
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Appearing on Game-Turn Five on hex 0728 and/or 1027:

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<tr>
<td>5</td>
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<tr>
<td>5</td>
<td>1/2/XX</td>
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<tr>
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<td>XX</td>
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Appearing on Game-Turn Six on hex 0728 and/or 1027:

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<tr>
<td>4c</td>
<td>3/1</td>
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<td>4c</td>
<td>2/1</td>
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Appearing on Game-Turn Seven on hex 0728 or 1027:

<table>
<thead>
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<tbody>
<tr>
<td>(1) Train</td>
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Appearing on Game-Turn Eight on hex 0728 or 1027:

<table>
<thead>
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<th>Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>4c</td>
<td>2/2</td>
</tr>
</tbody>
</table>
[15.52] Confederate Army
Strength
-Type Designation
Appearing on Game-Turn Two
on hex 1627 and/or 1928:
5 Desider
4 Helm
4 Adams
3 Stovall
4a 2
6 Doas
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 exited unit is removed from play and may never return to the game.
[16.4] Units exited 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 tallied 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:
   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
3. 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

GENERAL RULE:
The Union "train" unit is a symbolic unit representative of the various hospital units, supply dumps, reserve ammunition trains and other rear echelon tail organizations which were endangered by the Confederate advance.

[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 preserved 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 early 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.
The Confederate Player has two options open in the first turns. He can drive on Withers' and contain the Union 20th Corps. Or he can take everybody north of the Reed’s Bridge and drive hellbent for leather on Rossville Gap. This second option was one usually adopted by playtesters. If executed in response to a first turn Union offense, it can produce utter chaos, with two isolated main battles raging. While the prospect of seizing Rossville Gap early in the game may seem inviting to the Confederate, it will backfire if he fails to hurt the Union Army before it has a chance to concentrate. Personally, I feel the Confederate Player must direct his main effort the first day to force the Union Army to battle in the Withers’, Vinyard’s, Poe Field area.

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 ridgelines 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 18th. 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

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<th>Die Roll</th>
<th>Probability Ratios (Odds)</th>
<th>Die Roll</th>
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<td>1-4</td>
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<td>7</td>
</tr>
<tr>
<td>5-1</td>
<td>Ar Ar Ar Ar Ar Ar Ar Ar Ar Dr Ex Ex Ex Ex</td>
<td>8</td>
</tr>
<tr>
<td>6-1</td>
<td>Ar Ar Ar Ar Ar Ar Ar Ar Ar Ar Dr Ex Ex Ex Ex</td>
<td>9</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.
- **Dr = Defender Retreats.** All Attacking units must retreat one hex (see 7.7).
- **Ar = Attacker 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 in hex 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 bridge (or ford) hexides</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</td>
</tr>
<tr>
<td>(Cemetery Hill, Chickamauga, Shiloh only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Hex</td>
<td>May not enter</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Shiloh, Antietam only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Ferry Hex</td>
<td>3 MP (see 5.24)</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Shiloh, Antietam only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Town Hex</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>(Cemetery Hill, Antietam only)</td>
<td></td>
<td></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) hexides</td>
</tr>
<tr>
<td>Trail Hex</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>(Chickamauga only)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

DESIGN CREDITS

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BLUE & GRAY
STANDARD RULES
for the games

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

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BLUE AND GRAY
STANDARD RULES
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[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 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” mappery 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 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 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 Size

Unit Designation

X

Unit Type

Combat Strength

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/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types

Infantry

Artillery

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: Quadrigames

Game Map

Die-Cut Counter Sheet

Standard Rules Folder

Exclusive Rules Folder

Die (or Randomizer)

Game Box

Folder (Folder)

If any of these parts are damaged or missing, write to 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 mappery 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. There Players will 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 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. 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 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 hand been2 turned over, 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, spends 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 forest and/or rough terrain. If the hex being entered contains clear terrain, the unit expends 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 end 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.

[5.25] Units may never cross creek hexides. They may cross creeks only by moving between 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 another 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, 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 hexides 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 combats 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 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 (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” would defend, on a Rough Terrain, 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 “Diversiorny” or “Holding Attacks”.

[7.6] EXPLANATION OF COMBAT RESULTS

(See Exclusive Rules Follow)

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.

[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 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 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 flow 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 subsequently to the die roll. Example: Attack is computed to be a “5-11” attack. Player announces that he desires a “3-1” attack, and resolves it using that column. Players may wish to do this to avoid excessive 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 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 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 Combat Strength to the attack.
[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[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 may participate in an attack against adjacent Enemy units. 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 must 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.

[12.0] DESIGNER’S NOTES
In designing the Blue & Grey game series, we started with the premise that the Civil War battles were in several scales and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Napoleon at Waterloo game system. We felt that the Napoleon at Waterloo game system, as it stood, combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance, combat, and sequential Player-Turns, were retained in the present game.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was generally much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy’s infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appendixed in the pursuit of simplicity. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults. putting pressure all along the line in hope that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself, toward the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombarding on attack to bombarding in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted countermoves to preserve a given line or position (for which bombarding artillery is invaluable).
Fredericksburg
The Union Repulsed, Dec. 13, 1862
EXCLUSIVE RULES

[13.0] INTRODUCTION

Fredericksburg is a tactical level simulation of the
battle between Ambrose E. Burnside's Army of the
Potomac and Robert E. Lee's Army of Northern
Virginia. During the bloody battle 114,873 Union
soldiers took the field and were buried against
73,867 well-fortified Confederates. The result was
predictable: an easy victory for the Confederacy.

[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

<table>
<thead>
<tr>
<th>Strength</th>
<th>Hex</th>
<th>Type Designation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1703</td>
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<td>1/1</td>
</tr>
<tr>
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<td>15</td>
<td>1/1</td>
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<tr>
<td>0712</td>
<td>6</td>
<td>1/2/1</td>
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[14.2] CONFEDERATE ARMY

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<tr>
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<tr>
<td>1113</td>
<td>10</td>
<td>Ransom</td>
</tr>
<tr>
<td>0519</td>
<td>5</td>
<td>Wilcox</td>
</tr>
</tbody>
</table>

[14.3] PLAYER SEQUENCE

[14.3.1] The Confederate Player is the First Player. His Player-Turn is first in each Game-Turn.
[14.3.2] The game consists of eleven Game-Turns, Turns One and Seven are Fog Turns, Game-Turn Six is a Night Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:
Both Players receive reinforcements according to
their Reinforcement Charts. These reinforcements are
placed on the edge of the map in the hex indicated on the chart. Reinforcements arrive during the Player's Movement Phase of the Game-Turn indicated, or during the Player's Movement Phase of a future Game-Turn, at the
Player's choice. If a reinforcement entry hex is
blocked by an Enemy unit, the arriving units may
not enter until the route becomes unblocked.
Reinforcements may enter into Enemy controlled
hexes.

CASES:

[15.1] RESTRICTIONS

[15.1.1] The Owning Player may enter his rein-
forcements on the map at any point during his
Movement Phase.
[15.1.2] Once a unit has entered the map, it may
move and attack freely, just as any other unit
already present.
[15.1.3] Each reinforcing unit expends one Move-
ment Point to be placed on the entry hex. Units
may exceed the stacking restrictions when entering
the map on the same hex, as long as they conform
to the stacking restrictions by the end of the
Movement Phase.

[15.2] REINFORCEMENT CHART

[15.2.1] Union Army

Strength

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<thead>
<tr>
<th>Hex</th>
<th>Type Designation</th>
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<td>0917</td>
<td>5 Mahone</td>
</tr>
<tr>
<td>0916</td>
<td>3 Perry</td>
</tr>
<tr>
<td>0914</td>
<td>4 Feintin (Featherstone)</td>
</tr>
<tr>
<td>1112</td>
<td>6 Cobb</td>
</tr>
<tr>
<td>1512</td>
<td>7 Kershaw</td>
</tr>
<tr>
<td>1611</td>
<td>5 Birksted (Barksdale)</td>
</tr>
<tr>
<td>1313</td>
<td>4 Semmes</td>
</tr>
<tr>
<td>1710</td>
<td>4 Armstid (Armistead)</td>
</tr>
<tr>
<td>1810</td>
<td>5 Jenkins</td>
</tr>
<tr>
<td>1911</td>
<td>4 Garnett</td>
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<tr>
<td>2111</td>
<td>4 Kemper</td>
</tr>
<tr>
<td>2310</td>
<td>3 Corse</td>
</tr>
<tr>
<td>1909</td>
<td>4 Rhettan (Robertson)</td>
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<tr>
<td>2008</td>
<td>5 Anderson</td>
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<tr>
<td>2408</td>
<td>4 Toombs</td>
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<tr>
<td>2307</td>
<td>5 Law</td>
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<tr>
<td>2006</td>
<td>5 Pender</td>
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<tr>
<td>2205</td>
<td>4 Thomas</td>
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<tr>
<td>2004</td>
<td>5 Lane</td>
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<tr>
<td>2203</td>
<td>5 Gregg</td>
</tr>
<tr>
<td>2202</td>
<td>5 Archer</td>
</tr>
<tr>
<td>2302</td>
<td>4 Brinkbro (Brockenbrough)</td>
</tr>
<tr>
<td>2505</td>
<td>13 Taliaferro (Taliaferro)</td>
</tr>
<tr>
<td>2401</td>
<td>1a Walker</td>
</tr>
<tr>
<td>1313</td>
<td>1a Cabell</td>
</tr>
<tr>
<td>1212</td>
<td>3a Pendleton</td>
</tr>
</tbody>
</table>

[1116] 2a 1
[15.22] Confederate Army
Strength
- Type Designation
Arriving on Game-Turn One on hex 1901:
1a Pelham
Arriving on Game-Turn Two on hex 2501:
20 Early (or the following units):
  7 Lawton
  4 Trimble
  5 Hoke
  4 Hays
Arriving on Game-Turn Three on hex 2501:
  6 Rodes
  4 Doles
  4 Colquitt
  4 Iverson
  4 Grimes

[16.0] TERRAIN FEATURES

[16.1] PONTOONS
Pontoons are identical in use to Ferry hexes (see Case 5.24), except for the entry cost (see 9.0).

[16.2] REDOUTBS
The “enemy” side of a redoubt hexside is the side which contains the “barbed” redoubt terrain symbol (see the Terrain Key). A defending unit only receives the benefit of the redoubt hexside when attacked exclusively across redoubt hexsides from the enemy side (see the Terrain Effects Chart). Zones of Control do extend across redoubt hexsides. Both Confederate and Union units are eligible to gain the defensive bonus for any redoubt hexside.

[17.0] VICTORY CONDITIONS
GENERAL RULE:
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 detailed on the Victory Point Schedule. At the end of Game-Turn Five, each side totals its Victory Points. If the Confederate Player has a total in Victory Points of 3 to 1 or greater than the Union Player (counting Points for elimination of Enemy units only), and if the Union Player does not occupy hex 1113, 1711, or 2401, the Confederate Game-Play automatically wins the game. If, however, these conditions are not met, Players continue the game through Game-Turn Eleven. Points are then totaled for each Player (including those for occupation of terrain and exit units). The Player with the higher number of Points wins the game. Players may wish to retain eliminated Enemy units and exit Friendly units to double-check their totals at the end of the game.

[17.1] VICTORY POINT SCHEDULE

[17.11] Points Awarded During Play
One Victory Point for every Enemy combat Strength Point eliminated.

[17.12] Points Awarded for Exit Units
1. One Victory Point to either Player for each Friendly artillery or infantry brigade exited from hex 2527.
2. Two Victory Points to either Player for each Friendly infantry division, or cavalry brigade exited from hex 2527.
3. One Victory Point for each Union artillery or infantry Combat Strength Point exited from hex 2501 (cavalry counts double).

4. One Victory Point for each Union artillery or infantry brigade exited from hex 0113 (cavalry brigades or infantry divisions count two Points).
5. One Victory Point for each Confederate artillery or infantry Combat Strength Point exited from hex 0113 (cavalry counts double).
6. One Victory Point for each Confederate artillery or infantry brigade exited from hex 2501 (cavalry brigades or infantry divisions count two Points).

[17.13] Points Awarded at the Game’s End
For Occupation of Hexes
1. 15 Victory Points to either Player for occupation of hex 1113.
2. 25 Victory Points to either Player for occupation of hex 2401.
3. 8 Victory Points to the Union Player for occupation of hex 1711.
4. 5 Victory Points to the Confederate Player for occupation of hex 1504.
5. 5 Victory Points to the Confederate Player for occupation of hex 0511.
6. 8 Victory Points to the Confederate Player for occupation of hex 0206.

[17.2] OCCUPATION
[17.21] Occupation is defined as having a Friendly unit physically on the hex 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.

[17.23] The Confederate Player is considered to occupy hexes 1113, 1711 and 2401 at the beginning of the game. The Union Player is considered to occupy hexes 0206, 0511 and 1504 at the beginning of the game.

[17.3] EXITING THE MAP
[17.31] Units exit the map by expending one Movement Point from the map edge hexes they are on.
[17.32] Units may only exit the map from hexes 0113, 2027 or 2501.
[17.33] Units may only exit the map during the movement portion of their Turn. Exited units are not considered destroyed. Units forced to retreat off the map are eliminated instead and treated as such for Victory Point considerations.
[17.34] Once a unit exits the map, it may not return.

[17.35] The Confederate Player starts the game with four Victory Points as a result of a previous exit.

[18.0] FOG
GENERAL RULE:
Game-Turns One and Seven represent Turns when fog was present on the battlefield. To reflect this situation, artillery may not bombard during these Game-Turns and all Movement Allowances are reduced from 6 to 3 Movement Points.

[19.0] UNION MOVEMENT RESTRICTIONS
GENERAL RULE:
Due to ambiguous orders from Army Headquarters, much of the Union Army did not move in the battle of Fredericksburg. In the game, only 15 Union units may move per Turn. This restriction is lifted as soon as the Confederates move a unit into or through Burnside’s headquarters (hex 0206), either due to movement, or retreat or advance after combat. Furthermore, all Union artillery and cavalry units on the eastern side of the Rappahannock River are immobile (may not move) until released by a variety of Confederate movements.

[19.1] IMMOBILITY
[19.11] All Union cavalry and artillery units are released from immobility as soon as any Union unit exits the map from hexes 2501 or 2027.
[19.12] All Union cavalry and artillery units are released from immobility as soon as a Confederate unit enters a pontoon bridge or ford hex. This movement can occur at any time during the Confederate Player’s Movement Phase or as a result of advance or retreat after combat.

[19.13] Each individual cavalry and artillery unit can be released from immobility if a Confederate unit comes within three hexes of the immobile unit. This movement, as in the cases above, can result from movement, or advance or retreat due to combat.

[20.0] MAY 3, 1863
OPTIONAL SCENARIO

GENERAL RULE:
Listed below is a Scenario recreating the Marye’s Heights attack by General John Sedgwick during the battle of Chancellorsville. A few rule modifications must also be made to recreate the May 3, 1863 situation.

[20.1] RULES MODIFICATIONS
[20.11] All creek hexes on the mapboard (except the canal) are treated as ford hexes.
[20.12] Victory Points are not awarded for hexes 1711, 0206, 0511 or 1504.

[20.2] UNION INITIAL DEPLOYMENT

Strength
- Type Designation
1505 7 1/1/VI
1406 7 2/1/VI
1504 5 3/1/VI
1407 8 2/2/VI
1208 7 3/2/VI
0711 8 1/3/VI
0810 7 2/3/VI
0810 7 3/3/VI
0712 6 1/2/II
0712 4 3/2/II
0910 3a LGd

[20.3] CONFEDERATE INITIAL DEPLOYMENT

Strength
- Type Designation
0618 5 Wilcox
1012 4 Hays
1211 5 Brksd/Brksdale
2040 5 Hoke
2006 7 Lawton
2202 4 Trimble
2004 1a Walker
1212 3a Pendln/Pendleton

[20.4] CONFEDERATE REINFORCEMENTS
[Only]

Strength
- Type Designation
Arriving on Game-Turn Four on hex 2027:
  6 Cobb
  4 Semmes
21.0) DESIGNER'S NOTES

Since the designer is not an SPI staff member, and unfamiliar with SPI procedures, Fredericksburg presented many problems in design. The number of units was the first problem that had to be solved. There were more than 100 brigades on the battlefield and only 99 unit counters available. Then there was a problem during research due to contradictions in source maps of the area, and a limit on the types of terrain that could be used in the game. How were the Combat Strengths to be determined and how could the impregnable Mary's Heights defense be recreated in the game? The Union Player has to be able to win, too, or what's the use of playing?

The Combat Strengths were determined by an in-depth study of the official records and army target practice reports adjusted for combat situations. Three hundred and fifty men with Springfield rifles have the same firepower as 466 cavalrymen with carbines, 21 Napoleons, 28 three-inch rifles, 18 three and one half inch rifles, or 9 four and one half inch rifles, for the ranges used in this game. However, since rifled guns are more effective at distant ranges than Napoleons, they should have half the number of Combat Strengths above 500 than Napoleons, as they would when bombarding at three hexes. This rule was not consistent with the Blue & Grey Standard Rules, and was scrapped. Instead, the Combat Strengths of the immobile Union reserve artillery units were ignored, since almost all of the batteries were rifled.

To solve the problem of too many brigades, some were combined into divisions instead. This idea helped the game, giving each side three “monster” units with which to pounce on the Enemy line. The divisions with the best generals, highest morale, and best subordinates were given the distinction of becoming “monsters.” On the Confederate side, these were Ransom's Division, Early's Division, and the famous “Stonewall” Division. On the Union side, they were Hancock's, Humphrey's and Meade's Divisions.

If the mapboard had come from source maps in the popular Civil War books, the game would have distorted the actual situation. Not only were the official records consulted, but I also made a personal visit to Fredericksburg to study the battlefield. All of the bridges across the Rappahannock had been burned by the Confederates, as had those across Deep Run and the water ditch above Fredericksburg. Due to heavy rains, Deep Run and Hazel Run were swollen and almost everywhere impassable. Furthermore, the water was icy cold that December day. One of my first interesting finds was a ford on hex 0412 that only the Confederates knew about and was only usable at low tide (as it was in the Chancellorsville Campaign).

By superimposing on a hexagon grid and turning them in various directions, I was able to come up with a map where the historically strong defensive lines matched up with strong defensive positions in the game. Using a broad interpretation, I determined that rough terrain should not double the defender on all sides.

Finally, the game length was extended beyond one day, because Burnside would have continued his attack if there were no objections from his subordinates. If the army had taken and held key terrain on the battlefield by the first day, there would have been no objections.

Starting the game early in the day also gives the Players more opportunity, and a reinforcement schedule which adds the effect of the cavalry coming to the rescue.

[21.0] PLAYERS' NOTES

[21.1] UNION PLAYER

The Federal Army had three advantages over the Confederates at Fredericksburg: superior artillery, overall numbers, and, numerically superior brigades. Unfortunately, these advantages were abused by General Burnside at Fredericksburg. He stationed the Union artillery on the eastern bank of the Rappahannock during the entire battle. He wasted his numerical superiority by ordering only a small portion of the army to attack. And he wasted away his numerically superior brigades by wave after wave of useless frontal assaults against the Confederate redoubts.

STRATEGY: The Union Army is scattered and must consolidate before it can be used effectively, preferably in packs containing strong units. The best place to begin concentrating is adjacent to the woods surrounding Telegraph Hill. Here the strongest divisions (15 and 13) and brigades (8’s) can threaten Mary's Heights, Telegraph Hill, and Deep Run. Another strong pack must consolidate near the Sunken Railroad where the Confederate line is weak. Smaller groups should threaten the Confederate line near Taylor's Hill, the stonewall, and Scott's Ford.

The Union Player is burdened with the fact that he must take ground to win. Once his packs start to attack they must continue to do so until a Union unit can exit the map and release the immobile Union artillery. Even if it means picking at the Confederate line with 1 to 1 attacks, the Union Army must attack.

TACTICS: If at all possible, attack Confederate units that are adjacent so that advancing in one battle will surround the unit in the other battle. In this case, one should take the higher odds attack first because there is less of a risk of the Confederate units advancing as a result of an “attacker retreat” result. In the case of the attack of non-adjacent units, however, the lower odds attack should be rolled first to see whether you will be “sticking your nose out” if you advance in the higher odds attack.

Another technique the Union Player can use is maneuver. By threatening to surround Confederate units, parts of the Confederate line may be forced to fall back or counter-attack. This indirect approach is more powerful than one would suspect. Whenever possible, the Union Player should advance his units after combat. This is one less unit that he will have to move into the attack. And with only 15 units able to move per Turn, advancing after combat can be critical. Finally, the Union Player should avoid 1 to 2 or lower odds attacks and gobble up any 3 to 1 attacks he can. Even if there is only one chance in six of eliminating a unit, that's one less defending unit on the line next Turn.

[21.2] CONFEDERATE PLAYER

The Confederacy had four major advantages at Fredericksburg: interior lines, well-prepared defensive positions, initial occupation of the key terrain, and unity of command. These same advantages should be used by the Confederate Player when playing Fredericksburg.

From Prospect Hill to Taylor's Hill, the Confederate Player commands a road net of unquestionable value. The Union Player is faced with few strong points which can channel his attacks. Previous to the actual battle, General Lee created these interior lines. He built the Military Road, increasing the mobility of his right flank and burned the bridges over Deep Run and the water ditch to deny Union troops room for maneuver. General Lee also created a formidable defensive position. Breeding of bulwarks and rifle pits line the terrain from Hamilton's Crossing to Taylor's Hill. Only a fool would defend in front of these redoubts.

The Confederates already block the road to Richmond (Hamilton's Crossing) and occupy the high ground on the battlefield (Mary's Heights and Telegraph Hill). It is up to the Union Player to take them away from you. If you do not give away your army by letting it get surrounded or attacked at 3 to 1, this can be very difficult.

In the actual battle, General Lee positioned his headquarters on Telegraph Hill, giving him a view of the Union battlefront, where he personally supervised the defensive and offensive operations of all his units. In the game, the Confederate Player can move all his units in any one Turn. Thus, he can weaken a calm area to counter-attack a threatened area, restoring his hold on valuable defensive terrain.

STRATEGY: The Confederate Player has the advantage of a defensive strategy. Unless the Union Player gets lucky, he can play a relatively passive game holding a line until a breach occurs and fall back to the next line if his counter-attacks fail. Under no circumstances should the Confederate Player attack the Union Army on the First Turn. He must consolidate his defenses and should only attack when he is assured of killing Enemy units or to strengthen his line by advancing into Enemy controlled redoubts.

Looking at the map, the Confederate Player must contend with five avenues of attack: Scott's and Banks' Fords, Taylor's Hill and the canal, the stonewall, the woods around Telegraph Hill, and the redoubts fronting Hamilton's Crossing. The ford are remote areas, easier to reach by Confederate units than Union units. Taylor's Hill and the canal are very strong defensive positions. With proper defensive dispositions, they should hold the Union Army for the entire game. The stonewall is almost as strong and can be held by a good Player. Telegraph Hill and the redoubts on the Confederate right contain strong positions, but can be breached. The strongest Confederate units are needed here.

Hamilton's Crossing must be protected by the strongest Confederate units. Since the Confederates are normally on the defensive, they need a few pointers. By placing units on alternating hexes, you can avoid their becoming surrounded. Furthermore, by defending with the grain (hexes 2008, 2006, 2004, and 2002, for example), you will have a better defensive line than if you defend against it (1806, 1905, 2003 and 2102, for example).

TACTICS: As far as tactics are concerned, the optimal defensive line will stop 1 to 1 attacks and, as the Confederate Player, will probably be able to prevent even 1 to 1's for the first few turns. As the game progresses, however, preventing 1 to 1's becomes more and more difficult. The next best defensive line prevents 3 to 1's everywhere with a reserve for counter-attack purposes.
### [7.6] COMBAT RESULTS TABLE

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<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
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<td>Ar</td>
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<td>De</td>
<td>Dr</td>
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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>
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<tbody>
<tr>
<td>Clear Hex</td>
<td>1 MP</td>
<td>No effect</td>
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<tr>
<td>Forest Hex</td>
<td>3 MP</td>
<td>No effect (see 8.3)</td>
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<tr>
<td>Rough Hex</td>
<td>3 MP</td>
<td>Defender doubled in hex</td>
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<tr>
<td>Road Hex</td>
<td>1 MP; negates effect of other terrain in hex if entered through road hexside</td>
<td>Depends on other terrain</td>
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<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 (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>
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<tr>
<td>River Ferry Hex (Fredericksburg, Chatta. Hooker &amp; Lee only)</td>
<td>3 MP (see 5.24)</td>
<td>Not allowed</td>
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<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>Peninsula 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>
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</table>

### DESIGN CREDITS

Game Design: Joe Angeellilo  
Physical Systems Design and Graphics: Redmond A. Stinesenea  
Systems Design and Game Development: Edward Barrett, Joe Angeellilo  
Production: Manfred F. Milliuk, Larry Catalane, Kevin Zucker, Linda Mosca.
### FREDERICKSBURG

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### BATTLE OF THE WILDERNESS

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### Game Turn

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BLUE & GRAY
STANDARD RULES
for the games

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

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BLUE & GRAY
STANDARD RULES
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[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 realism (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 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 displays the area in which the battle was fought. It includes all the significant terrain in the battle. It also shows 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 Size

Unit Designation

Unit Type

Combat Strength

[numeral]. Example: “2/3/IV” is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types

 Infantry

 Artillery

 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: QuadriGames

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 to 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 each 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. 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 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**
[5.11] 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. 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 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 Phasing Player has finished 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 expends 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 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.

[5.24] Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never end their movement in a river ferry hex. They may enter a river ferry hex only if they possess 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.

[5.25] 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, 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 combination 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 combats 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 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 (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 bombingard 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 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 “Diversonary” or “Holding Attacks”.

[7.6] EXPLANATION OF COMBAT RESULTS

(See Exclusive Ranged Attacks)  
A = Attacker Eliminated. All Attacking units are eliminated (remove from the map).
D = Defender Eliminated. All Defending units are eliminated.
E = 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.
A = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).
D = 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 (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 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 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 flux 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.

PROCEED:

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 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 bombardment Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombardment 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 Combat Strength to the attack.

[8.23] When making a combined attack with bombardment Artillery units, infantry and cavalry units always suffer all Combat Results, though bombardment Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-line 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 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. 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 Indicative 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 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.

[12.0] DESIGNER’S NOTES

As designing the Blue & Grey game series, we started with the premise that the Civil War battles were in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Napoleon at Waterloo game system. We felt that the Napoleon at Waterloo game system, as it stood, combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was generally much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy’s infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appendixed in the pursuit of simplicity. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself, toward the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombardment on attack to bombardment in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombardment artillery is invaluable).
BLUE & GRAY II

Hooker and Lee
The Battle of Chancellorsville,
May 2-3, 1863
EXCLUSIVE RULES

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[13.0] INTRODUCTION

Hooker and Lee is a battle-level simulation of the engagement at Chancellorsville on May 2nd and 3rd, 1863. Union General Joe Hooker had just completed a brilliant strategic maneuver, trapping Lee's Army of Northern Virginia. Hooker's failure to follow up this stroke not only enabled Lee to escape the trap, but also allowed Lee to inflict a tactical beating on the Union Army. Unfortunately, Confederate casualties made theirs a Pyrrhic victory.

[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" indicates cavalry; all other unspecified units are infantry.

[14.1] UNION ARMY

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<thead>
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<td>2a XI</td>
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[14.2] CONFEDERATE ARMY

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<td>Pender/H</td>
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</tr>
</tbody>
</table>

[14.3] PLAYER SEQUENCE

[14.3.1] The Confederate Player is the First Player; his Player-Turn is first in each Game-Turn.

[14.3.2] The game consists of 9 Game-Turns. Game-Turn Five is a Night Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:
The Union Player, only, receives reinforcements according to the Reinforcement Chart. These reinforcements are placed on the edge of the map in the hex indicated. Reinforcements arrive during the Player's Movement Phase of the Game-Turn indicated. If a reinforcement entry is blocked by an Enemy unit (not solely by an Enemy Zone of Control), the arriving units may not enter that hex until the hex becomes unblocked. The Union Player may enter his reinforcements onto the map at any time during his Movement Phase. The Union reinforcement units are not subject to the Union Movement Restrictions (Case 16.0) at any time during the game.

[15.1] RESTRICTIONS

[15.1.1] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking limitations when entering the map, as long as they conform to those restrictions at the end of the Movement Phase.

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

[15.2] REINFORCEMENT CHART

[15.2.1] Union Army [only]

<table>
<thead>
<tr>
<th>Strength</th>
<th>Type Designation</th>
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</thead>
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<tr>
<td>Hex</td>
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<tr>
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<td>5 Mahone/A</td>
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<td>3 Perry/A</td>
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<td>4 Dolese/R</td>
</tr>
<tr>
<td>2212</td>
<td>4 Iverson/R</td>
</tr>
</tbody>
</table>

[16.0] EXITING THE MAP

[16.1] UNION PLAYER

[16.1.1] The Union Player can voluntarily have his units exit the map only through hexes 1501, 2001 and 2107, and then only if those hexes are not occupied or controlled by the Confederate Player's units. The Union Player receives one Victory Point for each Combat Strength Point of his units so exited.

[16.1.2] Even though such units are not considered eliminated, they nonetheless may not return to the game. The Union Player cannot otherwise voluntarily have his units leave the map. Thus, any units
forced (by combat) to exit through these, or any other hexes, are considered eliminated.

[16.2] CONFEDERATE PLAYER

[16.21] The Confederate Player can voluntarily have his units exit the map through hexes 1501, 2001 and 2101 if these hexes are not occupied or controlled by the Union Player's units. The Confederate Player receives no Victory Points for units so exited, and such units cannot return to the game. Confederate units exiting the map through these hexes for any reason (even as a result of combat) are not considered eliminated.

[16.22] During the first two Game-Turns, the Confederate Player may voluntarily exit a combined total of 20 units from the map at the Southern edge through hexes 2518 and/or 2514. [This simulates Jackson's flanking maneuver of May 2nd.]

[16.23] Units exited as per Case 16.22 must later re-enter the map at the Western edge as follows: Units which exited on Turn One will return on Game-Turn Four; those which exited on Turn Two will return on Game-Turn Five (the Night Game-Turn).

[16.24] Units re-enter the map at the Western edge anywhere between hexes 1027 and 1928, inclusive, paying the entrance cost of the first hex they are placed on.

[16.25] The Confederate Player should visualize the re-entering units as a column of units entering the map from a chain of hexes off-map, of the same terrain-type as the entry hex. (For example, the first unit re-entering spends one Movement Point; the second unit spends two Movement Points, etc.) If there are more re-entering units scheduled to arrive than can physically be entered onto the map during a given Game-Turn, the unentered balance is simply brought back into play on the following Game-Turn.

[16.26] These re-entering units are subject to the normal stacking limitations. Re-entering units may enter into Enemy Zones of Control; however, if they are then forced to retreat off the map, they are eliminated.

[16.27] Units leaving the map by this route (the Southern map edge hexes) after Game-Turn Two are eliminated.

[17.0] MOVEMENT RESTRICTIONS

[17.1] MOVEMENT QUOTA

The Union Player may not move all his units. He may move only six units (of his choice) each Game-Turn. (These are no limitation, however, to the number of units which may attack.) There is no restriction on the number of units advancing and retreating as a result of combat. Union reinforcements arriving on Game-Turns Four and Five are not subject to or affected by this restriction at any time during the game. The Confederate Player has no movement restrictions.

[17.2] AVERILL'S DIVISION

The units of Averill's Cavalry Division may not cross Ely's Ford until the Union Player rolls a "1" on the die. The die is rolled once for each Game-Turn. As soon as a "1" is rolled, both Averill units may cross (on that Turn or a following Turn). These units may not cross at any other Ferry hex.

[18.0] DEMORALIZATION

Demoralization demonstrates the effect of extensive combat losses. (Players should not use the Attack Effectiveness Option, Case 11.0, in Hooker and Lee.)

[18.1] UNION PLAYER

If the Union Army suffers combat losses in excess of the following, it becomes demoralized: Before all I Corps units cross river, 47 Strength Points; after all I Corps units cross river, 58 Strength Points. Union losses must exceed these totals to bring about demoralization.

[18.11] Demoralized units may move and attack normally; however, they may not advance after combat and they may not voluntarily attack at odds of less than 1-3.

[18.12] The effect of demoralization is immediate; as soon as the Union Player exceeds his limit, the rest of his units are demoralized. If there are any further battles to be fought that Game-Turn, they are resolved in a demoralized state, with the exception that all combat at odds of less than 1-3 that have already been scheduled for that Game-Turn may be resolved.

[18.13] Union reinforcements arriving on Game-Turn Four (Reynolds' I Corps) may act to "rally" a demoralized army. (The Union reinforcements arriving on Game-Turn Five (Averill) may not rally Union units.) If all the reinforcement units of Reynolds' I Corps arrive, and Union losses are lower than 59 Strength Points, the Union Player's units are "rallied." Union reinforcements have no effect on rallying/demoralization until they actually cross the Rappahannock River. Rallied units are no longer considered demoralized.

[18.2] CONFEDERATE PLAYER

If, at any time during the game, the Confederate Player suffers combat losses in excess of 52 Strength Points, his army becomes demoralized.

[18.21] The effect of demoralization on the Confederate Army is the same as it is on the Union Army.

[18.22] Confederate units may never be "rallied."

[19.0] UNION STACKING RESTRICTION

GENERAL RULE: Union units may not stack. Only one Union unit is allowed to occupy any one hex at the end of a given Phase. A Union unit may move through hexes containing other units, but may never end either the Movement Phase or the Combat Phase stacked with another unit. Confederate units may stack normally.

[20.0] VICTORY CONDITIONS

GENERAL RULE: Victory is determined by the accumulation of Victory Points. Victory Points are awarded, as play progresses, for the elimination of Enemy Combat Strength Points. Victory is also determined by the occupation of certain hexes.

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 in the Victory Point Schedule (20.1). At the end of the game, the number of Victory Points is totalled for each Player, and the Player with the higher number of Points is awarded a victory.

[20.1] VICTORY POINT SCHEDULE

The Confederate Player receives:
- 2 Victory Points for each Union Strength Point eliminated, and 10 Victory Points, each, for occupying hexes 0328, 0511 and/or 1501.
- The Union Player receives:
  - 3 Victory Points for each Confederate Strength Point eliminated; and
  - 1 Victory Point for each Union Strength Point exited voluntarily through hexes 1501, 2001 and/or 2101. He also receives 15 Victory Points for occupying hex 1501.

[20.2] LEVELS OF VICTORY

Stated as a ratio of Confederate Victory Points to Union Victory Points:

CONFEDERATE DECISIVE VICTORY: 2 to 1 or greater.

CONFEDERATE SUBSTANTIVE VICTORY at 1.5 to 1, but less than 2 to 1.

CONFEDERATE MARGINAL VICTORY greater than 1 to 1, but less than 1.5 to 1.

UNION MARGINAL VICTORY 1 to 1 or less, but greater than 1 to 1.5.

UNION SUBSTANTIVE VICTORY 1 to 1.5 or less, but greater than 1 to 2.

UNION DECISIVE VICTORY 1 to 2 or less.

[20.3] EFFECTS OF DEMORALIZATION ON VICTORY LEVEL

If one side or the other is demoralized, but wins a victory, that Victory Level is dropped one level (a Substantive becomes a Marginal Victory). If both sides are demoralized, there is no effect.

[21.0] THE GRAND CHANCELLORSVILLE OPTION

The Grand Chancellorsville Option is available to owners of the games Hooker and Lee and Fredericksburg. The Option enables the Players to reenact the entire Chancellorsville Campaign of April-May, 1863, with optional increases in complexity. Additional units, not used in Hooker and Lee, but provided in the counter mix, are used in the Grand Chancellorsville Option.

PROCEDURE: To provide a playing surface for Grand Chancellorsville, abut the separate maps from Hooker and Lee and Fredericksburg to each other; the Western hexrow on the Fredericksburg map overlaps directly onto the Eastern hexrow on the Hooker and Lee map, e.g., Fredericksburg hex 1326 overlaps directly onto Hooker and Lee hex 1320. Do not use the Fredericksburg counters.

[21.1] CHANGES TO TERRAIN RULES

All Blue & Gray Standard Rules are in effect. However, there are some changes to the normal, and special, terrain rules.

[21.11] All Creek hexides on the Fredericksburg map, except the Canal, are considered Ford hexides. All River Ferry hexes (in Grand Chancellorsville only) may be entered at a cost of two Movement Points, rather than three. Additionally, units may end their Movement Phase in a River Ferry hex. Units in River Ferry hexes have their Combat Strength halved when attacking and defending. Zoning of Control extend into and out of after River Ferry hexes solely through the entry hexides of that hex. Artillery units may not bombard from a River Ferry hex.

[21.12] Redoubts and pontoon bridges are treated as per the Fredericksburg Rules, i.e., units attacked (by adjacent or bombardng units) solely through redoubt hexides are tripped in defense; pontoons cost 1 Movement Point to enter.

[21.2] EXCLUSIVE RULES

Neither games' Exclusive Rules are in effect, unless specifically stated.

[21.3] GAME LENGTH AND PLAY SEQUENCE

[21.31] Grand Chancellorsville lasts 20 Game-Turns, from midnight: April 29-30 to the end of
[22.0] GRAND CHANCELLORSVILLE SPECIAL RULES

[22.1] UNION STACKING RESTRICTION
Union combat units may not stack. (See Section 19.0.)

[22.2] STRATEGIC MOVEMENT
Both Players have Strategic Movement capabilities, although they differ for each Player.

[22.21] For the first five turns of the game, for the Union Player only, all units moving in hexes north of the River, not in the vicinity of the Confederate picket line hexes, may move at twice the normal Movement Allowance (12 Movement Points), but may not enter Enemy ZOCs during a Turn in which they do so.

[22.22] On Game-Turns Two and Three, only, any Confederate unit may move twice its normal Movement Allowance as long as it does not enter any Enemy Zones of Control. Confederate units that enter Enemy ZOCs may not use Strategic Movement on that particular Turn. Note that the hexes north of the River have no additional effect for Confederate units.

[22.23] All cavalry units have Strategic Movement capabilities throughout the entire game. Cavalry units may move twice their normal rate on any Game-Turn in which they do not enter an Enemy Zone of Control. On any Turn in which a cavalry unit enters an Enemy ZOC, it may not use Strategic Movement; it moves at its normal rate of 6 MP. Note that the 1a "Beckham" (Confedera) is a horse artillery unit and is treated as cavalry, but it may not bombard if it uses Strategic Movement.

[22.3] EXITING THE MAP
[22.31] The Union Player may voluntarily exit units from the map through hex F2501 only. He receives one Victory Point for each Strength Point exiting through this hex. These units may not return, but are not considered eliminated for victory purposes. The Union Player may not voluntarily exit units from the map through any other hex; if forced to do so, units exiting any hex are eliminated.

[22.32] The Confederate Player's units may not exit the map.

[22.4] UNION COMMAND CONTROL

[Optional Rule]
Corps designation is the final character in Union unit designations. Starting with Game-Turn Seven, the Union Player has a Command Control Phase preceding his Movement Phase. During this Phase, the Union Player rolls the die for each Corps (I, II, III, V, X, etc.) on the board. On a roll of 2 or 3, all units in that particular Corps may move on that Turn. On a roll of 4, 5 or 6, no units in that Corps may move on that Turn. All cavalry units are considered as one individual Corps, but may move on a throw of 1, 2, 3 or 4. The Reserve Artillery unit may be considered as belonging to any Corps to which it is designated at the beginning of any particular Command Control Phase, except the Cavalry Corps.

[22.5] LEADERS [Optional Rule]
Players may use the Leader counters provided to affect combat and Victory Points. Leader counters with one star are Confederate Divisional and Union Corps commanders. Leaders with more than one star are Army (Union and Confederate) and Corps (Confederate) commanders. It will be noted that the Union has no cavalry commander; General Stoneman was off beating the bushes somewhere and wasn't available. It is recommended that Players use the Attack Effectiveness Option (Section 11.0) with this rule.

[22.51] Leaders have no combat value by themselves. They have a Movement Allowance of 12 and may use Strategic Movement to double that.

[22.52] Leader counters have no stacking limitations, per se, and may ignore the stacking restrictions of combat units; i.e., there may be more than one leader in a particular hex, over and above the combat units. Only one leader, the highest in rank, will affect combat. The highest leader must be used.

[22.53] One-Star Leaders may stack only with units of their command. (Exception: Any One-Star Leader may stack in any hex where there is a higher ranker Command Present.) For the Union, this means that Corps Commanders may stack only with units from their Corps. Confederate Divisional Commanders must do likewise; the final abbreviation letter corresponds to the first letter of that Division’s Commander’s name; e.g., Posey is in Anderson’s Division.

[22.54] If all units within a particular command have been eliminated, the commander is removed from play.

[22.55] Leaders have no combat value; if alone in a hex they do not impede the movement of any Enemy combat units, which may move through them as if they did not exist. If such an “overrun” occurs, the Leader is considered destroyed. Unaccompanied Leaders are not affected by artillery barrage.

[22.56] Leaders affect combat as follows: any unit that suffers a combat result of 4 or does not lose Attack Effectiveness if stacked with a leader, i.e., all Leaders negate the loss of Attack Effectiveness for any unit with which they are stacked, for that particular combat result. Exception: Hooker does not produce this benefit! He has no effect on Attack Effectiveness. In addition, any Leader with more than one star adds one Strength Point to any non-artillery unit or units with which he is stacked. Only one Leader may affect units in a stack.

[22.57] If a Leader is stacked with a combat unit that receives a combat result that leads to that unit’s elimination, there is a chance that the Leader will be killed. Roll the die for each Leader present with the destroyed combat unit. A “1” means the Leader is dead. Any other result means that the Leader is moved immediately to the nearest unit of his command, or to the nearest Leader.

[22.58] Opposing Players receive twice the number of stars on the counter for eliminating a commander, e.g., if Jackson is killed, the Union would receive six Victory Points.

[22.59] Leaders are deployed with any unit in their commands — whether on board or as reinforcements. Hooker and Lee start anywhere on the board, or with Game-Turn One reinforcements; Jackson arrives with the Game-Turn Two Confederate reinforcements; Stuart arrives with any reinforcing Confederate cavalry unit on May 1st.

[22.6] VICTORY CONDITIONS
[22.61] VICTORY POINT SCHEDULE
Points Awarded for Occupation of Hexes

At the End of the Game:
F2401 = 25VP; F1326 = 5VP; F0825 = 5VP;
F2027 = 5VP; H1928 = 15VP; H0328 = 5VP.

The Union Player Receives:
1. 1 Victory Point for each Strength Point exited through F2501, as long as he can trace a Line of Communications; this consists of hexes unobstructed by Enemy units or ZOC’s from F2501 to any hex North of the River through a crossable hex (bridge, ferry, etc.). Friendly units do
The Confederate Player Receives:
1. 2 Victory Points for every Union Strength Point eliminated.
2. 2 Victory Points for every star of a commander eliminated.

[22.62] LEVELS OF VICTORY
The Levels of Victory are the same as in Case 20.2.

[7.6] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td></td>
</tr>
<tr>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>De</td>
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</tr>
<tr>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td></td>
</tr>
<tr>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td></td>
</tr>
<tr>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td></td>
</tr>
<tr>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ae</td>
<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</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

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</td>
<td>1 MP; negates effect of other terrain in hex 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 bridge (or ford) hexsides</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</td>
</tr>
<tr>
<td>(Fredericksburg, Chatto, Hooker &amp; Lee only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Hex</td>
<td>May not enter</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Fredericksburg, Chatto, Hooker &amp; Lee only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>River Ferry Hex</td>
<td>3 MP (see 8.24)</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Fredericksburg, Chatto, Hooker &amp; Lee only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Town Hex</td>
<td>1 MP</td>
<td>Defender doubled in hex</td>
</tr>
<tr>
<td>(Fredericksburg, Chattanooga only)</td>
<td></td>
<td></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>(Wilderness, Chattanooga only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trail Hex</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>(Wilderness, Chattanooga, Hooker &amp; Lee only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pontoon Hex</td>
<td>1 MP</td>
<td>Not allowed</td>
</tr>
<tr>
<td>(Fredericksburg only)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Redoubt Hexside</td>
<td>No additional MP</td>
<td>Defender tripled if all attacking units attack across Redoubt hexsides</td>
</tr>
<tr>
<td>(Fredericksburg, Chattanooga only)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
BLUE & GRAY
STANDARD RULES
for the game
Road to Richmond

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BLUE & GRAY
STANDARD RULES
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[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 realism (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 games’ designers to concentrate on the realism aspect of the game. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22” x 17” map sheet 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 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 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). Example: “2/3/1V” is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types
□ Infantry
□ Artillery
□ Cavalry
□ Artillery
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

Folio Game: QuadriGame:

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
Folio (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 map sheet should be unfolded and then back-folded 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. 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.

Open the magazine to the center; bend open the staples with a penknife or screwdriver; lift out the rules and close the staples.
[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
[5.11] 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 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’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 spends 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 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 end 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.

[5.25] Units may never cross creek hexsides. 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
[5.31] 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, 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 hexsides 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 (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a
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)

\[ Ae = \text{Attacker Eliminated}. \text{ All Attacking units are eliminated (remove from the map).} \]

\[ De = \text{Defender Eliminated. All Defending units are eliminated.} \]

\[ Ex = \text{Exchange. All Defending units are eliminated.} \]

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

\[ Ar = \text{Attacker Retreats. All Attacking units must retreat one hex (see 7.7).} \]

\[ Dr = \text{Defender Retreats. All Defending units must retreat one hex.} \]

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.7.1] 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.

[7.7.2] 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.

[7.7.3] A retreating unit may enter a vacant hex (within the restrictions of 7.7.2) 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).

[7.7.4] 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.

[7.7.5] 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.

[7.7.6] 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

[7.8.1] 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 displaces only one unit in a stack; two retreating units displace two.

[7.8.2] 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 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 bombardment is made 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. That is, 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

[8.1.1] 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.

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

[8.1.3] 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).

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

[8.1.5] 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 bombardering 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 Combating Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-line 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. 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 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 back 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

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 the 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 advances 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.

[12.0] DESIGNER’S NOTES

In designing the Blue & Gray game series, we started with the premise that the Civil War battles were similar in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Waterloo generation of games. We felt that the Napoleon at Waterloo game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per turn) and certain game play features, such as rigid Zones of Control, retreat after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic games. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion- capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy’s infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was dropped when the pursuesing Players who use it find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself surrounded the third of the battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombardering on attack to bombardering in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).
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[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

<table>
<thead>
<tr>
<th>Strength</th>
<th>Type</th>
<th>Designation</th>
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</thead>
<tbody>
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<td>1404</td>
<td>2c</td>
<td>1/CR</td>
</tr>
<tr>
<td>1107</td>
<td>5</td>
<td>1/2/V</td>
</tr>
<tr>
<td>1107</td>
<td>7</td>
<td>2/2/V</td>
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<tr>
<td>1108</td>
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<td>1a</td>
<td>1R</td>
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<td>3</td>
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<td>0511</td>
<td>7</td>
<td>1/2/V</td>
</tr>
<tr>
<td>1726</td>
<td>6</td>
<td>1/2/V</td>
</tr>
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[14.2] PLAYER SEQUENCE

[14.21] The Confederate Player is the First Player. His Player-Turn is the first in each Game-Turn.

[14.22] The game consists of twenty Game-Turns. Turns Five and Thirteen are Night Game-Turns.

[15.0] REINFORCEMENTS

GENERAL RULE:
Both players receive Reinforcements according to their Reinforcement Charts. These enter (are physically placed) on the edge of the mapboard (or command control zone: see 16.2) in the appropriate hex. The reinforcing units arrive in a column formation of stacks (one stack of two units behind the next stack of two units) 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. He may hold back Reinforcements for a future Game-Turn at his discretion.

PROCEDURE:
The Player should visualize the Reinforcements as a column of stacks of two units entering the map from a chain of hexes off-map (or into the command control zone), so that the first two units brought onto the map each expend one Movement Point entering the reinforcement hex, the next two units expend two Movement Points entering the reinforcement hex, the third two each expend three Movement Points entering the reinforcement hex, etc.

[15.1] WHEN UNITS MAY ENTER THE MAP
The Owning Player may enter his Reinforcements on the map at any point during his Movement Phase.

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

[15.22] Confederate First Game-Turn Reinforcements may move twice the normal Movement Allowance on the First Game-Turn so long as they do not enter Union Zones of Control (first two: twelve movement points; second two: eleven movement points; etc.).

[15.4] REINFORCEMENT CHART

Reinforcements may enter an Enemy-controlled hex. They may not enter if the entry hex is physically occupied by an Enemy unit. Instead, they are delayed until the hexes are vacant or until the end of the game.

[15.41] Union Army

<table>
<thead>
<tr>
<th>Strength</th>
<th>Type</th>
<th>Designation</th>
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</tbody>
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Appearing on Game-Turn one on hex 1528:
8 2/2IV
Appearing on Game-Turn two on hex 0410:
7 1/1VI
7 2/1VI
7 3/1VI
1a VI
Appearing on Game-Turn three on hex 0414:
4 2/1II
6 3/1II
Appearing on Game-Turn four on hex 0414:
7 3/1IV
8 2/1IV
2c 2/CR
Appearing on Game-Turn five on hex 0414:
8 1/1IV
2a IV
Appearing on Game-Turn eleven on hex 2426:
(1) Train
Appearing on Game-Turn thirteen on hex 0412:
7 1/2II
9 2/2II
9 3/2II
2a II
Appearing on Game-Turn thirteen on hex 0416:
1a 4R
Appearing on Game-Turn thirteen on hex 0418:
8 1/3III
8 2/3III
8 3/3III
2a III

[13.0] INTRODUCTION
Road to Richmond is a simulation of the engagement between Robert E. Lee's Army of Northern Virginia and George B. McClellan's Army of the Potomac during its change of base to the James River in June and July, 1862. During the Union withdrawal Robert E. Lee proved his strategic genius and generalship in spite of the heavy losses to both sides. Richmond had been threatened by a superior force of Federal troops and now they, not the Confederates, were withdrawing to a defensive position. Soon after the campaign, Lee would move north causing the subsequent Federal withdrawal to Washington.
Appearing on Game-Turn thirteen on hex 0419:
1 1/2 III
2 2/2 III
3 3/2 III

Appearing on Game-Turn fourteen on hex 0417:
10 I II
1a 3 R

[15.42] Confederate Army

Strength
Type Designation
Appearing on Game-Turn one on hex 0103:
4 Rodes
7 GB And (GB Anderson)
8 Garland
5 Colquitt (Colquitt)
7 Ripley
4 Kemper
6 RH And (RH Anderson)
8 Pickett
7 Wilecox
7 Pryor
4 Fhrrns (Featherston)
7 Field
7 Gregg
7 JR And (JR Anderson)
6 Branch
4 Archer
7 Pender
1a Jones

Appearing on Game-Turn two on hex 1301 (or 1901) if occupied or in the ZOC of a Union unit.
8 Winder
6 Cngham (Cunningham)
5 Fihns (Fulkerson)
10 Lawton
10 Elzy
7 Trimble
7 Taylor
2 Johnson
7 Hood
5 Law
10c Stuart

Appearing on Game-Turn fifteen on hex 0117:
5 Cobb
3 Toombs
10 Semmes
8 Griffith (Griffith)
5 Kershaw
6 GT And (GT Anderson)
1a Cutts
1a Brown
1a Rhcrdsn (Richardson)
1a Nelson
1a SD Lee

Appearing on Game-Turn eighteen on hex 0728, 0328, or 0126:
5 Malone
6 Wright
7 Armstl (Armistead)

[16.0] TERRAIN FEATURES

[16.1] REDOUTS

The “Enemy” side of a redout hexside is the side which contains the “barbed” redout terrain symbol (see the Terrain Key). A Defending unit only
receives the benefit of the redout hexside when attacked exclusively across redout hexsides from the Enemy side (see the Terrain Effects Chart). Zones of Control do extend across redout hexsides. Both Confederate and Union units are eligible to gain the defensive bonus for any redout hexside.

[16.2] COMMAND CONTROL ZONE

The Command Control Zone is the three rows of hexes including 0116 to 0122, 0215 to 0221, and 0316 to 0312 inclusive.

[16.3] CREEKS

Only two of the Rivers on the Mapboard are really “Creeks,” and are considered “impassable” except at bridges and the ford. These are the Chickahominy River (running from hexes 0103-0104 to 1827-1728) and the North Branch of White Oak Swamp River (running from hexes 0122-0123 and 0322-0422 to 0128-0227). All other “Creeks” are really Streams. These include all of the “branches” leading off the Chickahominy River. Streams are treated as if they were ford hexsides for Movement and Combat purposes.

[15.4] LAKES

Lake hexsides are impassable, and Zones of Control do not extend through them. They are treated exactly like creek hexsides.

[17.0] EXITING THE MAP

[17.1] WHERE UNITS MAY EXIT THE MAP

[17.11] Either Player may exit his units from the map via hexes 0117 and 1528. The units are presumed to move along the roads leading off the map.

[17.12] No unit may exit the map except at either of the two hexes listed above.

[17.2] RESTRICTIONS ON EXITING THE MAP

[17.21] 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.

[17.22] Exiting the map consumes one Movement Point.

[17.23] A unit may exit from a hex regardless of the number of Enemy or Friendly units which exited from the same hex previously.

[17.3] DISPOSITION OF EXITED UNITS

[17.31] An exited unit is removed from play and may never return to the game.

[17.32] Units exited off the map count toward the Owning Player’s Victory Point Total according to the Victory Point Schedule (see 21.1). They are not considered eliminated units for Victory Point purposes.

[18.0] COMMAND CONTROL ZONE

[18.1] WHEN UNION UNITS MAY ENTER

Union units may not enter the Command Control Zone until three turns after the Union Player has exited the Union Train unit from hex 1526, or three turns after the Union fourteen. Turn reinforcements are brought on the mapboard (they could arrive early see 19.2).

[18.2] EFFECTS ON ZONE OF CONTROL

Union units exert a Zone of Control into the Command Control Zone as if it were regular terrain
and must be attacked if Enemy units become adjacent (see exception: rule 6.6 of the Standard Rules).

[18.3] EFFECTS OF ENEMY UNITS

Union units may attack Confederate units in the Command Control Zone; they are within range (adjacent for infantry, artillery, and/or cavalry; or in bombardment range for artillery unless the attack violates a Standard Rule).

[19.0] EARLY ARRIVAL OF REINFORCEMENTS

[19.1] ACTIVATION

Activation of early reinforcements occurs due to a variety of situations. Any one of the following situations will trigger activation:
1) A Confederate unit exists during some part of its Movement or Combat Phase on a hex on the south side of the Chickahominy River, from 0407 south (south of the Chickahominy and south of the stream bordering hexes 0407, 0308, and 0208). 2) A Confederate unit comes within six hexes (inclusive) of hex 2426 or 1526 during some part of its Movement or Combat Phase.

[19.2] SCHEDULE OF EARLY ARRIVAL

Turn thirteen Reinforcements may arrive (on the specific hexes indicated on the Reinforcement Chart) The turn after Activation. Turn fourteen Reinforcements may arrive (on the specific hex indicated on the Reinforcement Chart) two turns after Activation. Turn fifteen Reinforcements may arrive (on the specific hex indicated on the Reinforcement Chart) three turns after Activation. And turn eighteen Reinforcements may arrive (on the specific hex indicated on the Reinforcement Chart) six turns after Activation.

[20.0] THE UNION “TRAIN” UNIT

GENERAL RULE:
The Union “train” unit is a symbolic unit representative of the various supply dumps, reserve ammunition trains, cattle herds, and other rear echelon (tail) organizations which were moved during the Union change of bass.

[20.1] EFFECT ON COMBAT

[20.11] The “train” unit may never attack. If circumstances result in its being adjacent to a Confederate unit that is not on the other side of a purely creek hexside during the Union Player Combat Phase, it must automatically retreat. (In this instance the Confederate unit may not advance into the vacated hex.)

[20.12] The “train” unit has a Defense Strength of one Combat Point.

[20.2] EFFECT ON STACKING

[20.21] The “train” unit may not stack with any other unit nor may any other unit stack with the “train” unit.

[20.22] 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 other unit’s hexes.

[20.23] 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.

[20.24] The “train” unit may displace and be displaced as a consequence of combat, and it may retreat due to combat.
[20.25] 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 Combat Phase.

[21.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is awarded to the Player who has amassed the greater 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 exiting of units from the map at specified exit hexes. See the Victory Point Schedule (21.1) 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 (21.1). At the end of the game, the number of Points is totalled for each Player, and the Player with the highest number of Points wins. (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.)

[21.1] VICTORY POINT SCHEDULE

[21.11] Points Awarded During Play:
1. Each Player is awarded 1 Victory Point for every 20 Enemy Combat Point eliminated (see 21.22).
2. The Confederate Player is awarded 10 Extra Victory Points for eliminating the Union Trade counter.

[21.12] Points Awarded At The End Of The Game
For Exiting The Map:
1. The Union Player is awarded 1 Victory Point for each Union unit exited from hex 1528.
2. The Union Player is awarded 2 Victory Points for each Confederate Combat Strength Point exited from 1528 if the Union Train unit has exited the map from hex 1528 and a Union line of communications exists from hex 0117 to hex 1528 inclusive.
3. The Union Player is awarded 5 Extra Victory Points if he exits the Union Train unit from hex 1528.
4. The Confederate Player is awarded 2 Victory Points for each Confederate Combat Strength Point exited from 1528 if the Union Train unit has exited the map from hex 1528 and a Confederate line of communications exists from hex 0117 to hex 1528 inclusive.
5. The Confederate Player is awarded 1 Victory Point for each Confederate Combat Strength Point exited from 1528 if the Union Train unit was eliminated or never entered the mapboard during the entire game.
6. The Confederate Player is awarded 20 Victory Points if the Union Train unit did not enter the mapboard at any time during the game.

[21.2] LINE OF COMMUNICATIONS

[21.21] A line of communications is defined as a continuous row of hexes from 0117 to hex 1528 inclusive completely along roads or rails that are connected at junctions of the roads or rails. This path of hexes must be free of Enemy units at the end of the game. Note that it can pass through Enemy Zones of Control so long as it is not physically blocked.

[21.22] If the Union Train unit was not brought onto the mapboard, any Union unit, excluding Reinforcements that never were brought onto the mapboard, which cannot trace a path ten hexes, at most, to a road or rail which in turn exits the map at hex 1528 or 2426 by the end of the game, is considered destroyed for purposes of Victory Conditions. Again, this path may pass through Enemy controlled hexes, but not Enemy units.

[22.0] OPTIONAL RULES
[FOR TOURNAMENT PLAY]

GENERAL RULE:
For two players that are unacquainted with the Blue & Gray system it is recommended that the Attack Effectiveness optional rule be used. As players become more experienced and acquainted with the system they will realize that the game is balanced either using just the Basic Rules or all of the optional Tournament Rules, including Attack Effectiveness.

[22.1] RESTRICTIONS TO ADVANCE AFTER COMBAT

[22.11] The Defender is not doulved when attacked exclusively across stream hexside (fordable creeks), even if a bridge is present.

[22.12] Units may not advance after combat across a stream hexside (fordable creeks).

[22.13] Units may advance after combat across a bridge hexside crossing a stream.

[22.14] Units may not advance after combat into a swamp hex.

[22.2] UNION SEIGE ARTILLERY
The Union eight strength Point Artillery unit (marked "S") represents the Union Seige Train. It Attacks and bombards with eight Combat Strength Points but its Defense, Range, and Movement are different from other Artillery units.

[22.21] The Union Seige Train Artillery Unit has a bombardonent range of five hexes.

[22.22] The Union Seige Train Artillery Unit defends with one Combat Strength Point.

[22.23] The Union Seige Train Artillery Unit may only move along roads and/or trails, and if forced to retreat off of a road or trail, is eliminated and considered destroyed for Victory Point considerations.

[22.24] The Union Seige Train Artillery Unit counts as an eight Combat Strength unit for Victory considerations.

[22.3] VARIABLE CONFEDERATE REINFORCEMENTS

[22.31] The Confederate Player may choose to change his avenue of attack by choosing some, none, or all of his units listed as First Turn Reinforcements from hex 0103 to arrive with his Turn Fifteen Reinforcements from hex 0117, and/or Turn Eighteen Reinforcements from hexes 0126, 0326 or 0728.

[22.32] The Confederate Player secretly writes down which of his First Turn Reinforcements will arrive as Turn Fifteen and Turn Eighteen Reinforcements before the game starts. On the first turn of the game, and on succeeding turns, he may deliberately withhold some of his First Turn Reinforcements that he has not listed as Turn Fifteen or Turn Eighteen Reinforcements from arriving on hex 0130 to further confuse the Union Player.

[22.33] First Turn Reinforcements that become Turn Fifteen Reinforcements by this initial choice of the Confederate Player may arrive with Turn Fifteen Reinforcements listed on the Reinforcement Chart according to the Early Arrival Rules (19.0).

[22.34] First Turn Reinforcements that become Turn Eighteen Reinforcements by this initial choice of the Confederate Player may arrive with Turn Eighteen Reinforcements listed on the Reinforcement Chart according to the Early Arrival Rules (19.0).

[22.4] ADDITIONAL VICTORY POINTS

At the end of each Game-Turn after Turn Eight that a Player physically occupies hexes 1823 and/or 1826 he gains one Victory Point for each of these two hexes he occupies. The Union Player is awarded five Victory Points if the Confederate Player triggers Early Arrival of the Turn, 13, 14, 15, and 18 Reinforcements by Activation.

[23.0] PLAYER'S NOTES

[23.1] THE UNION PLAYER
The Union Player will find his strategy will revolve around four key points. First of all, his army is initially weaker than the Confederate force. Second, he has no troops of the type that can contest, most of the defensive terrain. He can trade space for time. Third, he can greatly increase the relative balance of forces if the Confederate Player crosses the Chickahominy River either because he is lured across, cannot make headway elsewhere, attacks at the first possible opportunity or increases. Finally, the Union Train unit can make or break the game if it is a relatively "bloodless" situation. If the Confederates hold it or destroy it the Union Player is forced to attack to balance the victory point loss for the Train. If the Union Player exits the Train, the Confederate Player is faced with the burden of attack.

Based on these points there are three strategies open to the Union Player; stand and fight, fighting withdrawal, and total withdrawal. Each strategy has its own advantages and disadvantages and each strategy can be ranked as being the best or equally best strategy for the novice, intermediate, and tournament game Player. The ranking, however, is not complicated by the fact that there are three stages of rules as well as three stages of learning the game. These stages of rules are: basic rules with attack effectiveness, basic rules alone, and basic rules plus all optional rules. After discussing each strategy a ranking will be attempted for each level of the rules based on playtest results. Since playtesting is the only way of determining this ranking and the relative personalities of the playtesters creep into play, the ranking may change as the game receives "public" playtesting.

The stand and fight strategy refers to the Union forces holding their initial position, slugging it out with the Confederates and depending on reinforce- ments to keep the attack going. The Union units will be doubled on defense to occupy rough terrain while in many instances the Confederate units will be in the open and undoubled on defense. Thus the Confederate Player will be attacking a doubled Union Army while the Union Player will be attacking an undoubled Confederate Army. This unfortunately offers a significant Confederate advantage of unit for unit superiority.

The fighting withdrawal is a strategy that trades space for time. As one defensive position falls, the Union Army will be safe by falling back to the next defensive position as soon as Union units become disengaged. The Union left flank must hold its ground and Reinforcement units are used to hold the evacuated bridges along the Chickahominy as the Union right flank slowly pulls back and sets up the next defensive line. The successive defenses will be organized along rough terrain, lakes and rough, and then the stream lines. Note that the defending Union units will either be doubled along the streams or the attacker will not be able to advance after combat depending on the rules being used. However, wherever bridges cross streams, the Union Player must be very cautious since victorious Confederate units may advance here.

The total withdrawal involves sacrificing a very small number of weak Union units and running with the rest of the Union Army behind the Chickahominy River. The Chickahominy bridges
are the strongest Union defense line. Unfortunately, the line will be repeatedly assaulted by the strongest Confederate units since there will be a great number of Game Turns left before Game Turn twenty. Total withdrawal will leave the balance of decisions to the Confederate Player. It allows him to make mistakes. When should the Confederate Player cross the Chickahominy? How much of his force should he send after the Union Train unit? Which bridge should be assaulted? Should the Confederate Player risk an all-out assault or selective assaults along the bridges of the Chickahominy?

[23.2] THE CONFEDERATE PLAYER

Confederate moves are based mainly on reactions to Union errors and use of the indirect approach (keeping as many strong units in a centralized position to attack as much of an area as possible). Different strategies must be used against the different strategies used by the Union Player. These strategies revolve around three attack areas: the Confederate right (the foothold across the Chickahominy), the Confederate center (facing the rough, lakes, and streams), and the Confederate left (in the open expanse on the Confederate left).

Against the Stand and Fight strategy a “sweep” emphasizing the left flank with attacks along the center is the best strategy. It extends the Union line into the open where the Union units are not doubled on defense.

Against a Fighting Withdrawal, the majority of the Confederate forces should be balanced between the left and center with three to six units holding the Confederate right. This puts pressure on all areas and utilizes the Confederate numerical superiority to threaten the train entrance, both exit hexes, and the Command Control Zone.

Total withdrawal is the most difficult. If the Train Unit does not arrive and if enough Union delaying units can be destroyed without too many exchanges the Confederate Player can win by going on the defensive.

DESIGN CREDITS
Game Design: Joe Angollino
Physical Systems and Graphics: Redmon A. Simonsen
Production: Manfred F. Mikulski, Larry Catalano, Kevin Zucker, Kate Higgins, Norman Pearl

[7.6] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-1</th>
<th>3-1</th>
<th>4-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
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<tbody>
<tr>
<td>1</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
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<tr>
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<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
<td>Ar</td>
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<td>Dr</td>
<td>Dr</td>
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<td>Ar</td>
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<td>Ae</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</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

Ae = Attacker Eliminated. All Attacking units are eliminated (remove from 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 in hex 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 bridge (or ford) hexsides</td>
</tr>
<tr>
<td>Forest &amp; Rough Hex</td>
<td>6 MP</td>
<td>Defender doubled in hex (see 8.3)</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</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>Redoubt Hexside</td>
<td>No additional MP</td>
<td>Defender tripled if all attacking units attack across Redoubt hexsides</td>
</tr>
<tr>
<td>Swamp</td>
<td>6 MP</td>
<td>No effect (see 22.0)</td>
</tr>
<tr>
<td>Stream Hexside</td>
<td>1 MP additional to cross</td>
<td>Defender doubled if all attacking units attack across stream hexsides (see 22.0)</td>
</tr>
<tr>
<td>Lake Hexside</td>
<td>May not cross (same as creeks for Zone of Control considerations)</td>
<td>May not attack across (except bombardment)</td>
</tr>
<tr>
<td>Command Control Hexside</td>
<td>No effect (see 18.0)</td>
<td>No effect</td>
</tr>
</tbody>
</table>
BLUE & GRAY
STANDARD RULES
for the games

SHILOH, ANTIETAM, CEMETERY HILL, CHICKAMAUGA

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BLUE & GRAY
STANDARD RULES
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[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 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” mapsheet 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 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 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/IV” is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types

Artillery

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 to 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 backed down 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. There Players will also rule 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 considered 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
[5.11] 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 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'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 9.6, Terrain Effects Chart. [5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends 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 expends two Movement Points if the hex being entered contains a forest and/or rough terrain. If the hex being entered contains cleared terrain, the unit expends 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 end 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. [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, 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 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 hexides 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 (7.6), 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 combats 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 may be 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 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 (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 bombardment 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' 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 "Diversory" or "Holding Attacks".

[7.6] EXPLANATION OF COMBAT RESULTS

(See Exclusive Rules Folder)

Ae = Attacker Eliminated. All Attacking units are eliminated (see 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 Strengths (at least equals the total printed Combat Strength 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 retreating 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 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 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 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 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 subsequently 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 may bombard 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 a "Exchange" result.

[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to three hexes distant, but they 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 Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[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] Forest and Rough, Forest and Town hexes are the only blocking terrain hexes (not Rough terrain only).

[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 unit(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 (A0) 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当前 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 accordingly the rules of Retreat After Combat (see 7.7). This does not allow for 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.

[12.0] DESIGNER’S NOTES
In designing the Blue & Gray game series, we started with the premise that the Civil War battles were similar in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing Napoleon at Waterloo generation of games. We felt that the Napoleon at Waterloo game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy’s infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appened to the rules in the published rules. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself on the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombarding on attack to bombarding in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).
13.0 INTRODUCTION
Shiloh is a tactical level simulation of the largest single battle in US military history up to that date. Before the two-day battle was ended, elements of three complete armies totalling 100,000 men had participated, as well as elements of the US Navy. At the end of the second day, over 23,000 men were casualties. The battle was launched by the South, hoping that the newly-created Army of the Mississippi could decisively defeat the Union Army of the Tennessee before it could link up with the Army of the Ohio. Tactically, the battle was a Marginal Victory for Union forces, although its strategic implications were much more far-reaching. Had the South succeeded in its attempt, the state of Tennessee would have been recaptured by the Confederacy, and Union offensive power broken in the Western Theatre for at least a year. A Confederate thrust into the North would have been by no means improbable. The Union victory at Shiloh, more than any other battle, sealed the Confederacy's fate in the West.

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; a "g" means gunboat.

14.1 CONFEDERATE ARMY

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14.2 UNION ARMY

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<td>4</td>
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<td>1/5</td>
</tr>
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0211 1c 5
0910 3  Army
0809 5a Army

14.3 PLAYER SEQUENCE
The Confederate Player is the first Player. His Player-Turn is the first in each 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 track. Reinforcing units arrive during the Player's Movement Phase of the Game-Turn indicated.

15.1 The Owning Player may enter his reinforcement units onto the map at any time during his Movement Phase.

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

15.3 Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map in the same hex, as long as they conform to stacking restrictions by the end of the Movement Phase.

15.4 Units forced off the map by combat are considered eliminated for Victory Conditions.

16.0 REINFORCEMENT CHART
16.1 UNION ARMY [only]

Strength

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<tr>
<td>2g</td>
<td>Tyler</td>
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1313 1c 4
1212 3a 4
1213 6 3/4
1111 4a 2
1112 6 1/2
1113 6 1/4
1114 1c 6
1011 8 3/2
1013 2a 6
1014 5 6
0914 5 2/6
0810 6 2/4
0812 6 3/1
0813 6 1/6
0711 4a 1
0712 6 2/1
0611 6 1/1
0612 5 4/5
0411 3a 5
0412 5 3/5
0312 5 1/5

on hex 1905:
5 19/4
5 22/4
5 14/5
6 4/2
6 11/5
3a 5

on hex 1906:
5 19/4
5 22/4
6 14/5
6 11/5

16.2 GAME LENGTH
Shiloh is composed of 13 Game-Turns (nr. 7 is night).
[17.0] VICTORY CONDITIONS
GENERAL RULE:
Victory is determined by the accumulation of Victory Points. Victory Points are awarded, as play progresses, for the elimination of Enemy Combat Strength Points. Victory is also determined by the occurrence of hex #1508.

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.

[17.1] VICTORY POINT SCHEDULE
One Victory Point is scored for each Enemy Strength Point destroyed.

[17.2] LEVELS OF VICTORY
Confederate Decisive:
The Confederate Player must have twice as many Victory Points as the Union Player and occupy hex #1508 (see 17.3).
Confederate Substantive:
The Confederate Player must occupy hex #1508 and have at least as many Victory Points as the Union Player.
Confederate Marginal:
The Confederate Player must have at least twice as many Victory Points as the Union Player.
Union Marginal:
The Union Player must occupy hex #1508 and have more than half the number of Victory Points as the Confederate Player has.
Union Substantive:
The Union Player must occupy hex #1508 and have at least an equal number of Victory Points as the Confederate Player.
Union Decisive:
The Union Player must occupy hex #1508 and have at least twice as many Victory Points as the Confederate Player.

[17.3] OCCUPATION
[17.31] 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 into the hex in question.
[17.32] The occupation definition can be met by moving a Friendly unit through the hex. Players should use a blank counter of the appropriate color to keep track of which Player occupies the hex, if there should be any confusion.

[18.0] MOVEMENT
RESTRICTION
On each of the first two Game-Turns, all Union units not locked by Confederate Zones of Control must move one, and only one, hex either to the North or Northeast (Union Player’s choice). Of course, a unit that is in an Enemy Zone of Control may not move. Starting with Game-Turn Three, the Union forces are free of this movement restriction.

[19.0] TENNESSEE RIVER
[19.1] GUNBOATS
The Union Player receives two gunboat units as reinforcements. These gunboats have an unlimited Movement Allowance, but may only move through all river hexes. Each turn, they may be moved to any River hex. They attack exactly like artillery. They have no Zones of Control and are not affected by Confederate Zones of Control. They may never be attacked.

[19.2] RIVER FERRY CROSSING
Certain Union reinforcements appear on the Eastern side of the Tennessee River. To join the other Union forces on the Western side of the river, they must use the Ferry Crossing. Only Union units may use the Ferry Crossing and they may only cross from East to West. The Ferry Crossing may not be used to evacuate trapped Union forces on the West bank. There is a Movement Point cost of three Movement Points to use the Ferry Crossing. That is, the entry cost of the River Ferry hex is three Movement Points (see S.24). The Ferry Crossing may not be used if hex #1508 (Pittsburgh Landing) is occupied by Confederate units. It may be used if hex #1508 is merely in a Confederate Zone of Control.

[20.0] PLAYER’S NOTES
Southern Player:
The Southern Player has three strengths and two weaknesses that must be exploited and avoided if victory is to be gained. The first Strength that the Southern Player has is mobility. The Northern Player is limited in Movement for the first two Game-Turns and this will give the Confederate Player a chance to Movement and Combat Phases. As far as the initial deployment is concerned, you are in about the worst possible place to mount an attack. The terrain is heavily wooded and rough-wooded...perfect for defense and terrible for movement. You should spend the first two Game-Turns moving rather than fighting. Use the East-West roads to maneuver the bulk of your force to the Union center where the terrain is more favorable to attack. While a number of comparatively minor attacks should be made on the first Game-Turn on the Union right flank, the main effort should come at the Union center.

The second strength that the Confederate Player has is a superiority in Strength Points and number of units in the initial deployment. As the first day progresses and the North takes losses, this ratio will increase. The Southern Player should never miss an opportunity to kill off a Northern unit. Because of the numerical superiority, it is possible for the Confederate Player to maneuver around the Northern units and make “Defender Surrounded” attacks.

The third advantage that the Southern Player has is initiative. The burden of attack is on the Southern Player and, by using it to the utmost the first day, he can always keep the Northern Player off balance and prevent him from launching any kind of counter-attack. Judicious use of advance after combat will force the Northern Player to make poor attacks (especially effective if the Attack Effectiveness rule is being used) and will enable a single Southern unit to “lock” several Northern units in place with Zones of Control.

The first weakness that the Southern Player must face is the terrain. The terrain is just made for defense; it is rugged enough to give good defensive benefits and Union control of the road, nets make Confederate maneuver difficult, at best. What the Southern Player must do is avoid making a major effort in the rough-woods areas and to continue to advance where clear terrain and roads are available.

The second and weakest weakness that the Southern Player has is time - it is all in the favor of the North. The Southern Player, in effect, has to win the first day if he is to win the game. If he fails to take either the bridge (hex 0905) or the ferry point (hex 1508) he will be in serious trouble during the second day. The Southern Player starts the game as powerful as he is ever going to get. The Northern Player receives major reinforcements during the night and, if the Southern Player has suffered any kind of losses during the first day of battle, the initiative will shift irrevocably to the Northern Player. If this situation occurs, the best that the Southern Player can hope for is to minimize his losses the second day.

Union Player:
There is little that the Northern Player can do for the first two Game-Turns except rend his clothes and tear his hair. One thing that he can do is use artillery bombardments as much as possible for the Southern Player suffers deadly exchanges and attacker retreat results.

Starting with the third Game-Turn, the Northern Player for the first time has some options. It is important to remember that the North does not have to win the first day; simple survival is enough. Avoid attacking Southern units unless forced to or unless you are fairly assured of eliminating a Southern unit. You must attempt to conserve your forces during the first day, but, under no circumstances, allow the Southern Player to flank you. It is worth sacrificing units to gain time.

Advance if you can lock two or more Southern units in place and also use holding actions at important crossroads to slow the Southern Advance. You will be unable to stop him the first day, but if you can slow him down enough to survive until night, you will have a good chance of winning. Use your artillery and gunboats for bombardment diversionary attacks to conserve your losses.

Both Players:
Although the terrain is not conducive to fast movement, maneuver is largely the key to the game. With the locking Zones of Control, a single unit can tie up a vastly superior Enemy force. Although the South has a slight edge in Strength Points and number of units at the start, time is working against him. Conversely, the Union simply does not have the units to be able to afford having even one unit locked unnecessarily.

The most effective attack is the 3-1 attack, particularly if the Defender is surrounded. It is not worth making higher attacks unless a 6-1 can be achieved; the risks of an exchange are too high.

Tactically, the best maneuver for both Players is to execute the attacks in such a manner as to be able to get a surrounded attack. This can best be achieved through judicious use of advance after combat.

One last important point - remember what your Victory Conditions are! It is often easiest to forget them in the heat of the game. The North merely has to survive to win. The South must utterly destroy the North and the best way to do that is to capture the ferry point and bridge on the first day and then destroy the surviving units of the Northern Army on the second day.

[21.0] DESIGNER’S NOTES
The design of Shiloh in Blue & Gray proved to be a much easier job than I had anticipated. Most of the basic work was done already in the design of Napoleon at Waterloo, Austerlitz and Borodino. The Game Developer was able to provide a rules outline almost before the design of Shiloh had actually been done. What remained then was to
determine terrain, Combat Strengths, and a Combat Results Table.

I had thought that designing the game map would prove to be among the easiest tasks of the whole project. I quickly discovered I was dead wrong. Currently, my chief reference source for geography of the area was the West Point Atlas of American Wars. Using the basic idea of one hex equals 400 meters, a map was originally designed using data from the West Point Atlas. Frankly, it just did not seem right. Upon comparing the West Point Atlas data to the official, Thom map, it was discovered that the map in the West Point Atlas had a scale that was off by a factor of two. Thus, the original map I designed was two times too large. Additionally, it turned out that the map in the West Point Atlas was drawn in 1885, twenty-three years after the battle was fought! As a result, the road network was entirely inaccurate. Eventually, the Thom map was used as a prototype for Shiloh.

The development of the Combat Strengths proved not to be a very difficult task. Very complete orders of battle were provided in Battles and Leaders of the Civil War. Using the concept of 350 men equalled one Strength Point, the rest was just arithmetic. Fortunately, both sides had about an equal percentage of veteran and green troops, so this factor evened out in the end. The Northern troops were in somewhat better shape physically and were better equipped. As a result, the Union has a slightly high Strength Point total than the 350 men to one Strength Point formula would give.

Determining the Victory Conditions was perhaps the most difficult part of the entire game design. First of all, the objectives of both sides had to be determined historically. Fortunately, I had written an article on this battle for MOVES 9, and was fairly conversant with the topic. Basically, the South wanted to destroy the Army of the Tennessee or, at worst, prevent it from being reinforced. Historically, the Rebels failed on both counts and additionally had their own army severely mauled. The North itself was so badly crippled that it was unable to really follow up on any kind of exploitation the second day of the battle. They had to be content with just driving the Confederates off the field of battle. Taking this into consideration, I would rate the North as having won a Marginal Victory.

Of course, history and simulation are two separate beasts. Initially, in playtesting, the North proved to be too strong. Although the North should be able to win a Victory if they survive the first day, they were winning Decisive Victories at the end of the first day. The answer to this problem proved to be the restrictions on the Northern Player of moving on the first two Game-Turns. Historically, the North was caught literally just getting out of bed. This problem was compounded with the fact that General Grant had gone up river for a conference with General Buell and had neglected to leave any one of his subordinates in overall command of his army. As a result of these two factors, the Union spent the first five hours of the battle fighting as five separate divisions rather than as one coordinated army. Although the divisional commanders cooperated together beautifully, particularly for the Civil War era; it was just no substitute for an army commander. Thus, I felt that restricting the first two Game-Turns movement for the Northern Player would accurately reflect the situation. It proved to be a workable solution in playtesting.

Another factor to be brought into the game was a combination of the Combat Results Table and the Attack Effectiveness rule. This brings into simulation the point at which a unit is destroyed. A De result does not mean that every man in the unit was killed or wounded. It does mean that that unit received such heavy casualties that it ceased to exist as an effective unit or that its command structure was so badly damaged that the unit ceased to exist. An example of the first was what happened to Second Brigade of the Fifth Division (Union Army) under Col. David Stuart; the brigade lost one third of its men killed, wounded or missing; an example of the second was what happened to the Second Division (Union Army) under General W. H. L. Wallace; in the midst of a general retreat, Wallace fell mortally wounded and the organization of his division simply collapsed. Attack Effectiveness simulates the same factors, but to a lesser degree. Attack Effectiveness was one of the main reasons that the South could not win the battle. Although not a single brigade-sized unit or larger was destroyed during the first day in the Southern Army, its offensive capabilities were virtually destroyed by the end of the first day.

Players should note that their casualties, in terms of Strength Points, will be approximately three to four times higher than what was historically lost in killed, wounded and captured. Again, this simply represents a unit’s effectiveness; not just casualties. An example would be the condition of the Northern Army at the end of the first day of battle. Grant started out the day with an army of 33,000 men in the field. The total loss in men, killed, wounded or missing, for both the Army of the Tennessee and the Army of the Ohio for both days of the battle was 13,047. Yet at the end of the first day of battle, before the Army of the Ohio or Lew Wallace’s Third Division could reinforce Grant’s Army of the Tennessee, Grant estimated that he had only 7,000 effectives remaining at his lowest point in the battle (corresponding to the sixth Game-Turn). That would equal a grand total of twenty to twenty-five Strength Points remaining out of a starting total of 121 Strength Points. Thus, in game terms, Grant lost 80% of his command the first day of battle.

Historically, the battle of Shiloh was one of the most interesting and decisive of the Civil War. Just as the First Battle of Bull Run showed that the Civil War would be a long conflict, Shiloh gave the first indication of just how bloody it would be. At the time of the battle, April, 1862, it was the largest single battle involving American troops in US history. The total number of American casualties, in both blue and gray, was almost twice the total number of casualties of the entire Mexican War. If Bull Run set the time scale, Shiloh set the cost; the war was to prove long and bloody.
### [7.6] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Die Roll</th>
<th>1-5</th>
<th>1-4</th>
<th>1-3</th>
<th>1-2</th>
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<th>3-1</th>
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<th>5-1</th>
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<tbody>
<tr>
<td>1</td>
<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
<td>Dr</td>
<td>De</td>
<td>De</td>
<td>De</td>
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<td>Ar</td>
<td>Ar</td>
<td>Dr</td>
<td>Dr</td>
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<td>Ar</td>
<td>Ex</td>
<td>Ex</td>
<td>Ex</td>
<td>6</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.
- **Dr** = **Defender Retreats.** All Defending units must retreat one hex (see 7.7).

### [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 in hex 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 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:** Christopher J. Allen
- **Physical Systems Design and Graphics:** Redmond A. Simonsen
- **Systems Design and Game Development:** Irad B. Hardy, III, John Michael Young, Christopher J. Allen
- **Production:** Manfred F. Millkuhn, Larry Catalano, Kevin Zucker, Linda Mosca
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<th>CONFEDERATE</th>
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<td><img src="image2" alt="Confederate Board" /></td>
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