
Tactical Tips

Battle for the Wilderness (Blue & Gray II)

By Paul Sheppard



Regarding the three Union units which start the game in hexes 0719, 0818 and 0819. The Union movement restriction on Day #1 means that unless there is a Confederate ZOC within one hex of any of these units, they are effectively 'stuck' where they are for eight turns [The Union movement restrictions are removed on Turn #9 – Day #2].

In effect, the position of these units determine the initial strategies of both sides to some extent as the

Confederates would be wise to leave them alone.

[The picture pic shows the initial set-up for the game.]

If the CSA player is using the Orange C.H. Turnpike, avoid finishing their moves in hexes 0717 or 0816 for example (which gives the Union player the option to move out of the clearing into a Confederate ZOC).

For the Union player, they need to keep some sort of line around their respective positions so that they cannot be easily surrounded and likely eliminated for enemy VPs.

Note: the use of the Attacker Effectiveness rule is recommended for this game.
