

# BLUE & GRAY II QuadriGame

Four Complete Civil War Games in one package!

Based on the original Blue & Gray games • Separate 17" x 22" Maps and Counter Sheets.

*Fredericksburg, Chattanooga, Battle of the Wilderness, and Hooker and Lee* (at Chancellorsville): four completely new Civil War battle games, compatible with the best-selling Blue & Gray QuadriGame series. The games are available separately or as a complete set.

The game mechanics in Blue & Gray II are identical to those in the original Blue & Gray. The game scale is 400 meters per hex and each Game-Turn is about two hours of elapsed time. Units range in size from regiments to divisions, with each Strength Point representing between 250 and 350

men. Movement is sequential and single-phased. Zones of Control are rigid and combat is mandatory between adjacent opposing units. Stacking is limited to two units per hex.

The rules to all eight Civil War battle games in both Blue & Gray and Blue & Gray II are interchangeable: the Standard Rules folder for Blue & Gray II is identical to the Blue & Gray Standard Rules. In addition, each game has its own Exclusive Rules folder, which includes special rules which apply to only one battle, the historical set-up and reinforcements, Players' Notes and Designer's Notes.

The maps for *Fredericksburg* and *Hooker and Lee* may be joined together into one 17" x 44" map. And special rules and additional counters permit the players to use this enlarged playing area to fight the "Grand Chancellorsville" scenario, which adds the secondary action which occurred around the town of Fredericksburg to *Hooker and Lee*. In addition, the map for *Chattanooga* has an area of overlap with the map for *Chickamauga* (from the original Blue & Gray), in the key area of Rossville Gap, through which Union forces historically fell back to defend Chattanooga after the battle of Chickamauga.

## Fredericksburg The Union Repulsed, Dec. 13, 1862

Fredericksburg was one of the easiest victories for the Confederate Army during the Civil War. On December 13, 1862, 114,873 Union soldiers deployed against 73,867 well-fortified Confederates.

By assaulting the Confederate right,

Federal troops could have forced a gap in the Confederate line near the sunken railroad. Instead, they assaulted an impossible position with wave after wave of useless attacks, resulting in the bloody massacre in front of Marye's Heights, where Union corpses smothered the

ground one-hundred yards from their objective, the stonewall.

By shifting to his left flank, the Union Player can create a fluid battle with a lot of action. This is a clean game that is balanced, fast-moving and offers many opportunities to both players.

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

*Hooker and Lee* depicts the crucial portion of the tumultuous Battle of Chancellorsville, the culmination of a stunning strategic campaign by General Joe Hooker to trap the Army of Northern Virginia once and for all. Unfortunately, the cunning and courage of both Lee and Jackson turned what

appeared to be certain disaster into a brilliant tactical victory.

The Union Player will find his division-sized units inhibited by the typical Union lack of initiative, while the greatly outnumbered, but more adaptable Confederate brigades must commit carefully and plan perfectly. A unique rule enables the Confederate Player

to recreate Jackson's famous flanking maneuver, but leaves the remaining Confederate troops open to a concerted Union effort. Only a careful balancing of forces will prevail for the South, while Hooker attempts to link up with Sedgewick at Fredericksburg for a complete Union victory.

## Chattanooga Gateway to Victory, Nov. 24-25, 1863

Situated in Tennessee, but near the boundaries of Alabama and Georgia, Chattanooga became a city of considerable strategic importance to both the Union and the Confederate Armies in the fall of 1863. The Union Army, having been routed by the Confederates at Chickamauga in

September, 1863, fled to Chattanooga for safety.

The Union Army not only survived, but converted near disaster into decisive victory. On November 23, 1863, the Union Army gained breathing space by over-running Orchard Knob, which lies just east of Chattanooga. On November 24, south of

Chattanooga, the Union Army wrested control of Lookout Mountain from the Confederates. On November 25, the Union Army then stormed Missionary Ridge and not only broke the Confederate Army's strangle hold on the city, but also shattered their hope of ever gaining the upper hand in the Civil War.

## Battle of the Wilderness Gaining the Initiative, May 5-6, 1864

In early May, 1864, the Army of the Potomac began its relentless march toward Richmond, the Union war effort's ultimate objective. In its path lay the Confederacy's last effective army, the Army of Northern Virginia. The Battle of the Wilderness was the climactic clash between these two armies and their commanders, the Civil

War's finest generals, Ulysses S. Grant and Robert E. Lee.

*Battle of the Wilderness* is a simulation of the South's last chance to stave off ultimate defeat, and to achieve a victory which might sway the already war-weary Northern populace into accepting a peace

favorable to an independent Confederacy. Though outnumbered by almost two-to-one, the Confederate advantage lay in its knowledge of the terrain and superior tactical coordination. An additional scenario depicts an early Confederate move to try to meet the Union Army at the Rapidan River.

The *Blue & Gray II* QuadriGame will sell for \$12. Available 31 December 1975.  
Each individual Folio Game will sell for \$5. Available 15 January 1975.