

SCENARIOS AND VARIANTS: COMPLICATING BLUE & GRAY

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with comments by Irad B. Hardy

These Optional Rules are intended to add increased realism and complexity (at the expense of playability) to SPI's *Blue & Gray QuadriGame*. They are numbered according to the sections of the *Blue & Gray* rules that they supplement or replace.

Several of these Optional Rules are based upon rules from SPI's *Bull Run*. Other rules were inspired by such other SPI games as *Napoleon at Waterloo*, *Rifle & Saber*, *Wilderness Campaign* and *American Civil War*. In most cases, the reasons behind these rules should be evident; in some cases, a brief explanation is given.

The use of these Optional Rules alters considerably the nature or "flavor" of the game. They may be used selectively or all together. Some of the rules, however, offset each other and should be used in conjunction. For example, the use of Entrenchments gives an advantage to defending units; but the use of Flank Attacks tends to neutralize this advantage. As another example, the strength of artillery is limited by introducing Range Attenuation, but this is counterbalanced by giving artillery a defensive capability.

These Optional Rules are not intended to replace the Standard Rules, but to modify them. All provisions of the Standard Rules remain in force, unless specifically changed or modified by the provisions of these Optional Rules.

[5.3] STACKING

[5.31] (ADDITION) Stacking limits cannot be exceeded during movement. A unit cannot move through a single Friendly unit in Towns or in Forest or Forest-Rough hexes or through two stacked units in other hexes.

[5.31] (CHANGE) A unit must expend one Movement Point to enter a hex with a Friendly unit.

[5.32] (CHANGE) Stacking is not allowed in Town, Forest or Forest-Rough hexes (except if required under Initial Deployment). Only one unit may occupy one of those hexes at the end of the Movement Phase.

This rule seems to add complexity for complexity's sake. The hexes are 400 meters across, easily enough room for two or three brigades.

[5.4] (ADDITION) ENTRENCHMENTS

[5.41] A unit may increase its Combat Strength for defense by building Entrenchments. To build an Entrenchment, a unit must remain motionless in a hex for one complete Game-Turn. At the end of any Friendly Movement Phase, a unit (that may or may not have moved on that Movement

Phase) may begin building an Entrenchment. This is signified by placing a blank counter (of either color) face-down under the unit. The unit may not attack in the following Combat Phase; it may not defend during the Enemy's next Combat Phase (or else it must begin building again on the following Turn); nor may it move on its own next Movement Phase.

[5.42] At the end of that Friendly Movement Phase, if the above conditions have been met, the blank counter is turned face-up under the unit and the Entrenchment has been finished. If, however, the unit participates in combat (either attacking or defending) or moves in its own next Movement Phase, the blank counter is removed. The Entrenchment has not been finished and construction of it may begin again on that Movement Phase.

[5.43] A unit that loses Command Control may not begin an Entrenchment or complete an Entrenchment started on a previous Movement Phase. If a unit that has started an Entrenchment on the previous Movement Phase loses Command Control on the present Movement Phase, the blank counter is removed. Construction may not resume until the following Movement Phase.

[5.44] Once an Entrenchment has been constructed, it remains in place for the remainder of the game and may be used by either side. Entrenchments do not inhibit movement and are non-directional.

[5.45] A unit in an Entrenchment in a clear hex has its Combat Strength doubled for defense only. A unit in an Entrenchment in a Town, Rough or Forest hex has its Combat Strength tripled for defense only.

[5.46] Entrenchments may not be constructed in Forest-Rough hexes. (These are natural entrenchments and cannot be further improved.)

[5.47] Units in Entrenchments may attack adjacent Enemy units, but receive no change in Combat Strength; they attack with the printed Combat Strength.

[5.48] An Entrenchment built by one unit may be used by two stacked units in one hex (provided that the terrain allows two units to occupy the hex). Both units gain the defensive advantage of the Entrenchment, even though only one of the units built it. Entrenchments do not count toward stacking limits. The blank counter representing the Entrenchment remains on the bottom of the stack. Units of both sides move over it freely. Any unit on top of an Entrenchment is automatically entrenched.

[5.49] Dummy units may not build Entrenchments. If the Phasing Player wishes

to use an inverted unit (11.5) to build an Entrenchment, the non-Phasing Player may demand that the Phasing Player show him the face of the unit to prove that it is a real unit and not a dummy. The unit may then be placed face-down on the Entrenchment under construction.

I have no objection to this idea. It is simple, effective and makes use of the existing materials. The only question is the length of time (2 Turns) needed to complete an entrenchment. I suspect that three or four Turns would be more appropriate.

[5.5] (ADDITION) COMMAND CONTROL

All units are subject to loss of Command Control and scattering. Units that lose Command Control move randomly for that Turn. Units recover Command Control at the end of the Player-Turn.

[5.51] At the beginning of each Movement Phase, the Phasing Player rolls a die and cross-references the number on the die with the Command Control level of his troops for that game and Turn (5.58); see Command Control Table (5.56). Units scatter that are in hexes whose numbers end with one of the numbers given on the Command Control Table.

[5.52] On each Movement Phase, all non-scattered units move first; only then are the scattered units moved, as follows: For each scattered unit, roll the die twice; the first roll gives the direction in which the unit will move; the second roll gives the number of Movement Points the unit will move in that direction. The units move according to the compass directions given on the mapsheet. For a roll of one, the unit moves N; two = NE; three = SE; four = S; five = SW; six = NW. As a unit moves in these directions, it expends the Movement Points allotted to it by the second die roll, according to the normal rules of movement and Zones of Control.

[5.53] A scattered unit stops in the last hex it has enough Movement Points to occupy; but its movement may be blocked by an Enemy unit, a prohibited hex or hexside, or Friendly units stacked to the maximum stacking limit. In some cases, a unit will not have enough Movement Points to scatter even one hex; it will then remain in place without moving.

[5.54] Units may not scatter off the map; they stop on reaching the map edge.

[5.55] Units that scatter may attack during their next Combat Phase if their scattered movement takes them into an Enemy Zone of Control.

[5.56] Command Control Table

Die Roll	Command Control Level				
	1	2	3	4	5
1	0	1,4	1,3,6	1,3,5,8	1,3,5,7,9
2	1	2,7	2,4,8	0,4,6,8	2,4,6,8,0
3	3	3,8	5,7,9	1,3,7,8	1,3,5,7,9
4	5	4,7	1,4,9	2,3,6,9	2,4,6,8,0
5	7	5,9	2,5,0	2,4,6,0	1,3,5,7,9
6	9	6,0	6,8,0	2,5,7,9	2,4,6,8,0

[5.57] Players may wish to use this alternate method for determining scatter. Use a set of ten chits numbered 0 through 9 on one side (as are supplied in some SPI games). These chits may be placed in a container from which the Player draws (without looking) a number of chits equal to the Command Control Level of his units for that Turn. Units scatter if they are in hexes whose numbers end in one of the numbers on the chit(s) drawn.

[5.58] Command Control Levels

Game and Turn	USA Level	CSA Level
Antietam	4*	1
Cemetery Hill		
Turns 1-3	3	2
Turns 4-8	2	1
Turns 9-13	2	1
Turns 14-15	2	2
Chickamauga		
Turns 1-9	4	3
Turns 10-15	4	2
Shiloh		
Turns 1-7	4	2
Turns 8-13	3	3

* In **Antietam**, the USA Command Control is already affected by Movement Restriction (18.1). Therefore, for the Union and for this game only, scatter is modified as follows: The Union Player throws the die normally at the beginning of the Movement Phase to get four numbers under the fourth column of the Command Control Table. The units in hexes ending in those numbers do not scatter, but may not move in that Player-Turn. They may not be chosen among the 10 or 15 units allowed to move in that Turn. Command Control functions normally for the Union if the Movement Restriction (18.1) is removed, due to Confederate movement across a creek or the use of (20.2).

[5.59] If Players are not using Optional Rules (11.0) or (11.5), they may wish to invert their units that lose Command Control and turn them face-up at the end of the Player-Turn. This will make it easier to see which units have not. Otherwise, all units will have to be face-up; the Player will have to check each hex number carefully to see which units scatter and which do not.

[6.2] (CHANGE) ZONES OF CONTROL

A unit must expend *three* Movement Points to enter the Zone of Control of an Enemy unit.

(This represents the time needed to deploy from marching formation into battle formation.) Exception: see (8.73, addition).

[7.0] (CHANGE) COMBAT

Attacking is **not** mandatory. The Phasing Player decides which, if any, of his units will attack during his Combat Phase. An attacking unit must attack all adjacent units. Units that do not attack are Repulsed if they end the Player-Turn in an Enemy Zone of Control (see 7.77). Only units that have attacked during a Turn remain in Enemy Zones of Control at the end of the Turn. This "pins" the Enemy unit and prevents it from moving off during its own Movement Phase. The only way to pin an Enemy unit and prevent it from moving is to attack it.

[7.26] (ADDITION) FLANK ATTACKS

If a unit is attacked through two or more non-adjacent hexsides by Enemy infantry and/or cavalry, the attacking units have their Combat Strengths doubled. Artillery may not be used to flank attack. Flank attacks may only be executed by infantry and/or cavalry units. An artillery unit may add its undoubled Combat Strength to the attack, but its presence does not cause a flank attack, even if the artillery unit is adjacent to the Enemy unit under attack.

[7.77] (ADDITION) REPULSION

Whenever a Phasing Player's unit is adjacent to an Enemy unit after the Combat Phase and the Phasing Player's unit has not attacked in that Combat Phase, the Phasing Player's unit is repulsed. It is retreated one hex by the Phasing Player following the rules for retreat after combat (7.7). If the unit is blocked from retreating, it is not eliminated, but remains in place without loss. When a unit is repulsed, the non-Phasing Player may not advance into the hex vacated by the Phasing Player's unit. At the end of the Movement Phase of Night Game-Turn, all the Phasing Player's units in Enemy Zones of Control will be repulsed. Change (5.13).

[8.0] ARTILLERY

[8.17] (ADDITION) **Range Attenuation.** An artillery unit loses one Strength Point for each hex intervening between the artillery unit and the Enemy unit under attack (or defended against). Thus, when the Enemy unit is adjacent, the artillery uses its full Combat Strength; when the Enemy unit is two hexes apart (one intervening hex) the artillery unit's Combat Strength is reduced one point. When the Enemy unit is three hexes away (two intervening hexes) the artillery unit's Combat Strength is reduced two points. (An artillery unit with a Strength of one will have zero Combat Strength at two or three hexes range; an artillery unit with a Strength of two will have zero Strength at three hexes range.) This range attenuation applies to both Rifled Artillery attack and defense. (Special Note: In **Antietam**, the Union Rifled Artillery, Section 19.0, has its Combat Strength reduced by one for each

two hexes intervening between the artillery unit and the target hex. Ignore single hexes; for example, two or three intervening hexes reduce the Combat Strength by one point; four or five intervening hexes reduce the Combat Strength by two points, etc.)

[8.51] (CHANGE) An artillery unit may aid the defense of any one Friendly unit within three hexes of the artillery unit by adding the Combat Strength of the artillery unit to the Combat Strengths of the other Friendly unit. The artillery unit is not affected by the Combat Results unless it is adjacent to the attacking Enemy unit. When an artillery unit is defending itself against an adjacent Enemy infantry unit, the defensive Combat Strength of the artillery unit is only one Strength Point, regardless of its normal Combat Strength. Artillery defends with full Combat Strength if it is stacked with infantry (but not cavalry) or if it is attacked by an adjacent Enemy cavalry or artillery unit, unsupported by Enemy infantry. (This reflects the vulnerability of artillery crews to infantry fire at short range, unless supported by infantry.)

[8.6] (ADDITION) **Unlimbering.** An artillery unit may not expend more than three Movement Points in a Movement Phase if it wishes to attack in the following Combat Phase. The remaining three Movement Points represent the time required to unlimber and prepare for attack and are similar to the three Movement Points a cavalry or infantry must expend to enter an Enemy Zone of Control (see 6.2, change). If an artillery unit enters an Enemy Zone of Control and intends to attack, it pays only the usual three Movement Points to enter the Zone of Control, not six. An artillery unit that does not move in a Movement Phase or one that is defending is considered automatically unlimbered. Players will have to note on a Movement Phase which artillery units have unlimbered and may attack on the following Combat Phase and which have not.

[8.7] (ADDITION) CAVALRY

[8.71] Cavalry uses its full Combat Strength only when attacking or defending against Enemy units alone. The Combat Strength of a cavalry unit is halved (rounding fractions up) when attacking Enemy infantry and/or artillery (even if the defending units include one or more cavalry units in addition to infantry and/or artillery units and even if the defending cavalry units are supported only by artillery units not adjacent to the attacking cavalry units). Similarly, the defensive Combat Strength of cavalry is halved (rounding fractions up) when attacked by Enemy infantry and/or artillery units, even if in conjunction with attacking cavalry units, which would attack at full strength. For example, if infantry, cavalry and artillery units all attacked one Enemy cavalry unit, the attacking cavalry unit would use its full Combat Strength (as it is attacking only cavalry), but the defending cavalry would have its Combat Strength halved (as it is being attacked by infantry and

artillery in addition to cavalry). When a cavalry unit executes a cavalry charge (8.73), it may use its full Combat Strength, regardless of the type of units attacked. (The shock effect of the charge compensates for the ineffectiveness of the cavalry weapons.)

[8.72] Retreat Before Combat. Cavalry units may retreat before combat when attacked by infantry and/or artillery units. They may not retreat before combat when attacked by cavalry (alone or in conjunction with infantry and/or artillery), but must stand and defend. When the Phasing Player announces that he wishes to attack an Enemy cavalry unit with infantry and/or artillery, the non-Phasing Player has the option of retreating the cavalry unit one hex or remaining in place (and defending at half strength). If the cavalry unit retreats, one attacking infantry or artillery unit may advance into the vacated hex and that action stops. No combat is considered to have taken place between the units. If an attacking unit advances into the vacated hex, it will be repulsed at the end of the Combat Phase (see 7.77, addition). The only advantage to the attacker of advancing into the vacated hex is the hope of blocking the retreat of Enemy units to be attacked later that Combat Phase (see 7.75). Retreat before combat follows the rules in Section 7.7, except that retreat before combat is always voluntary for the defending Player.

[8.73] Cavalry Charge. Cavalry units may increase their Movement Allowance to twelve in any Movement Phase under the following conditions:

A. They must attack one or more Enemy units in the following Combat Phase. They do **not** pay the three Movement Points to enter the Enemy Zone of Control, as required by Case 6.2, change.

B. Every hex they move through must be a clear hex; they may not cross creek, bridge or ford hexsides; if moving through road or trail hexes, the hex must also be a clear hex (for purposes of cavalry charges, road and trail hexes do not negate the effects of other terrain in the hex.)

C. They may not move through Friendly units.

D. They must move at least four hexes.

Charging cavalry attacks all units with full Combat Strength. Inverted cavalry units may make cavalry charges, but they are turned face-up at the end of the charge.

I wouldn't touch this section with a ten foot pole. I might consider making cavalry units more valuable for Victory Points so that a Player would think twice before committing them as grunts. The Combat Strengths of these units presume that the cavalry would always fight dismounted.

[9.0] (CHANGE) TERRAIN EFFECTS

A defending unit's Combat Strength is doubled in Forest hexes and tripled in Forest-Rough hexes.

Artillery units must expend six Movement Points to enter a Forest hex. Ignore this rule

if the artillery unit is inverted (see 11.5, addition); or, of course, if it is on a road.

[5.21] (ADDITION) A unit that is free to move (one that is not in an Enemy Zone of Control) may always move one hex, regardless of terrain and Zone of Control costs (as long as it does not cross a prohibited hexside, enter a prohibited hex or violate stacking limits).

Terrain effects can be modified in many ways. Personally, I think a road march bonus of some kind would be appropriate. Artillery should be prohibited from forest, except on a road. I don't think that forests should be doubled defense.

[11.5] (ADDITION) LIMITED INTELLIGENCE. During Initial Deployment, all units may be placed inverted (face-down). All reinforcements may enter the game inverted. Units remain inverted through all subsequent Turns until they enter the Zone of Control of an Enemy unit. They are turned face-up immediately upon entering an Enemy Zone of Control whether or not they engage in combat. Once a unit has been turned face-up, it remains face-up for the rest of the game. Inverted units move the same as face-up units. All units are turned face-up at the end of the final Game-Turn before Victory Conditions are assessed. To avoid confusion, Players may wish to mark the backs of their units with some form of identification, such as U or US for Union, C or CS for Confederate. Blank counters used for Entrenchments would not be marked, to distinguish Entrenchments under construction from inverted units. If Players are using Optional Rule (11.0), they will have to remember which units are inverted due to loss of Attack Effectiveness and which are inverted because of concealed movement.

[11.52] Dummy Units. Dummy units represent small detachments or simply rumors of Enemy forces. They have no Combat Strength. Dummy units are used only in conjunction with the concealed movement rule (11.51). Dummy units are deployed face-down and are moved exactly the same as other units. They must conform to stacking limits. Dummy units are automatically eliminated whenever they are turned face-up (whenever they enter an Enemy Zone of Control). Opposing Dummy units eliminate each other whenever they enter each other's Zone of Control.

[11.54] Dummy units may not be deployed in violation of stacking limits unless there are not enough hexes for them to set up on without violating stacking limits; in which case they may be placed in violation of stacking limits, but, if requested, the Player must show the other Player that one of the units in the hex is, in fact, a Dummy unit.

[11.55] Beginning with the First Turn, Dummy units may move independently. Each Player also receives one Dummy unit with every three real units that enter as reinforcements through one entry hex during one Turn. (Thus, a Player may not receive a Dummy unit if he has fewer than three real

units entering through a particular hex on a particular Turn.)

[11.56] Dummy units and their Zones of Control may not block the retreat of an Enemy unit. If an Enemy unit is required to retreat and the only vacant hexes are in the Zones of Control of one or more inverted Friendly units, the Enemy Player may insist that the Friendly Player turn face-up one or more Friendly real units to prove that all vacant hexes are in fact blocked by Zones of Control of real units, not Dummy units. Only then is the Enemy unit eliminated. If, however, the Friendly Player cannot prove that all retreat hexes are blocked, the Enemy unit may then retreat, causing all inverted Friendly units that come within its Zone of Control to be turned face-up.

[11.57] Dummy units may not be used to fulfill Victory Conditions. (They may not occupy hexes or block Lines of Communication.) They are eliminated when turned face-up at the end of the last Game-Turn.

[11.58] Once eliminated, Dummy units do not count toward Victory Points; nor do they ever return to the game.

[11.6] (ADDITION) DEMORALIZATION

A Player's units are demoralized for the rest of the game when his losses reach a cumulative total of one-third of his total Strength Points (of initial units plus reinforcements through that Turn). A Player's units are double-demoralized for the rest of the game when his losses reach a cumulative total of two-thirds of his total Strength Points (of initial units, plus reinforcements through that Turn).

[11.16] All attacks made by demoralized units have the odds shifted one column to the left on the Combat Results Table; all attacks made on demoralized units have their odds shifted one column to the right. For double-demoralized units, the odds are shifted two columns left or right. If both sides reach the same level of demoralization, the odds are not shifted either way.

[11.62] The Command Control Level of a Player's units is increased by one if the side is demoralized; and by two if double-demoralized.

[11.63] Demoralization takes effect immediately, during the Combat Phase that it occurs and affects subsequent combats in that Combat Phase. Either or both sides may be demoralized at any time. The demoralization of one side does not prevent the other side from later being demoralized as well (as it does in some SPI games).

Demoralization represents the loss of morale or "fighting spirit" caused by seeing too many of one's fellow soldiers being killed or wounded. This demoralization is not greatly affected by the knowledge that the Enemy has also sustained great losses — which the average soldier would probably not know, in any case.)

I approve.

[14.0] (ADDITION) FREE DEPLOYMENT

As a variation from Historical Deployment, Players may set up the units given under the Initial Deployment however they like. Units must be placed only on the set-up hexes listed on the Initial Deployment Chart. Particular units do not, however, have to be placed on their "historical" hexes, but may be placed on one of the other set-up hex locations given. Not all set-up hexes listed in the Initial Deployment need be used; units may stack on only some of the set-up hexes (within the limits of stacking limits), leaving other set-up hexes empty.

Sure. Why not?

SIMULTANEOUS MOVEMENT

NOTE: All of the Standard Rules in Sections 5.0 and 7.0 remain in force for Simultaneous Movement, unless modified by one of the changes below.

[4.1] (CHANGE) SEQUENCE OF PLAY

A. Reinforcement Phase. Reinforcements due to arrive on that Game-Turn are placed by each Player.

B. Simultaneous Movement Plot Phase. Both Players secretly write down their movement plot for each of their units on an SPI Simultaneous Movement Plotting Chart or on regular paper.

C. Assignment of Combat Mission Phase. Both Players designate on their Plot Charts which of their units will attack on that Turn.

D. Movement Phase.

1. Command Control Segment. Each Player rolls a die to find out which of his units will scatter, as outlined in 5.5, addition.

2. Simultaneous Movement Segment. Each Player reveals his movement plots and executes it for non-scatter units as completely as possible, with full simultaneity.

3. Scatter Segment. Units which lost Command Control in Segment 1, are moved according to the scatter rules (5.52 - 5.54).

E. Combat Phase.

1. Combat Resolution Segment. All attacks are allocated by each Player and resolved. Execution of results are delayed.

2. Repulsion Segment. Any unit which has not attacked and is in the Zone of Control of an Enemy unit is repulsed. See 7.77, addition.

F. Turn Record Interphase. Players advance the Game-Turn Marker one space on the Turn Record Track.

[5.0] (ADDITION) MOVEMENT

During the Plotting Phase of each Game-Turn, both Players will first simultaneously plot the movement of as many or as few of their units as they desire in any direction or combination of directions. Then both Players will simultaneously execute the plotted movement as completely as developing circumstances (such as intervention by moving Enemy units) allows. For purposes of movement, the Simultaneous Movement Segment is divided into six sub-segments,

corresponding to the six Movement Points given to each unit.

[5.1] Both Players simultaneously plot the movement of their units during the Movement Plot Phase to reflect accurately the anticipated path of each unit. During the Movement Phase, Players will move their units according to the exact path of each unit's written plot. The plot must reflect the exact movement sub-segment in which a unit expends a Movement Point, so that the anticipated position of every unit can be demonstrated on every Movement Sub-Segment. It is not always necessary or desirable that a unit expend its first Movement Point in the first Movement Sub-Segment. The Movement Plot is the final determinant of Movement. Once a Player declares that he is finished plotting and play proceeds into the Movement Execution Phase, Players may not change their respective plots. They must execute the written plot as exactly as possible. No unit may voluntarily deviate from its written plot.

[5.2] HOW TO EXECUTE MOVEMENT

During the Movement Execution Phase, Players physically move their units on their respective paths as written on the Plot Charts. Before beginning the movement, both Players apply the Command Control rules, as necessary.

[5.21] Units affected by Command Control have their plotted movement crossed off the Plot Chart. They will be moved according to the scatter rules after all normal plotted movement is completed.

[5.22] Units affected by Command Control move according to their Movement Plots until either the plot is fulfilled or Enemy unit intercepts the plot of the moving unit. It is suggested that Players alternate moving one unit at a time. In this way, the non-moving Player can examine his plot to determine if one of his units would intercept an Enemy moving unit. Interception occurs when two opposing units move into each other's Zone of Control or when they attempt to move into the same hex at the same Movement Sub-Segment. The guiding principle is that all movement is assumed to occur simultaneously.

[5.23] Movement of opposing units ceases when they intercept one another. Opposing units occupying the same hex is prohibited; therefore, the unit which first attempts to enter the disputed hex shall have possession of the hex, or in the case of units that attempt to enter the same hex at exactly the same Sub-Segment, the Players shall each roll the die; the higher number takes possession. A Movement Plot may be written that calls for the overrunning of Enemy units. This is because at the time the plot is written, the intentions of the Enemy Player are not known. It is conceivable that the Enemy unit will move out of the way. If the Enemy unit does not move out of the way, it will intercept the overrunning unit. Under no circumstances may a Friendly unit actually enter an Enemy occupied hex or voluntarily leave an Enemy-controlled hex.

[7.0] (CHANGE) COMBAT

A Player must designate his attacking units on the Plot Chart prior to Movement. Combat occurs simultaneously. It is entirely possible that opposing units will be slated to attack each other; such simultaneous combats will be resolved separately. A unit which has been designated to attack must attack during the Combat Phase if it is adjacent to one or more Enemy units at the end of the Movement Phase. Only units that have been designated to attack may attack. Players should note that an attacking unit may not move during the final three Movement Sub-Segments of the Movement Phase. Nor can it expend more than three Movement Points in Movement (if it did, it would not have three Movement Points left to deploy into assault formation).

[7.1] Players do not designate what Enemy unit they will attack; nor do they designate a specific hex for a unit to attack.

[7.2] If an attacking unit does not complete its movement adjacent to an Enemy unit it does not attack; unless it is artillery.

[7.3] It is not necessary to designate a unit that is to defend. Any unit which has not been ordered to attack is assumed to be in a defensive posture, no matter how many Movement Points it has expended.

[7.4] A unit designated to attack may be involved in two combats in the same Combat Phase; once as the attacker and once as the defender against Enemy attacking units. A unit that has not been designated to attack may be involved in combat only as a defender.

[7.5] Execution of Combat. Combat is presumed to occur simultaneously. Because of this, there are often cases of opposing units attacking one another. Casualties and displacements resulting from attacks are not effected until after all attacks are resolved on both sides. Players may resolve attacks in any order they desire.

[7.6] All attacking units in an Enemy Zone of Control at the beginning of the Combat Segment must participate in an attacking in that Combat Segment. The attacking Player may choose which attacking units will attack each defending unit, as long as all Friendly attacking units participate in an attack, and as long as all Enemy units in the Zones of Control of Friendly attacking units are attacked. The attacking Player may resolve attacks in any order as long as all adjacent Enemy units are attacked.

Almost by definition, a simultaneous system adds realism and tension to a game. By the same token, it adds boring paperwork and consumes time. Personally, I think there are too many units in play at one time for a playable simultaneous system. However, this is only my opinion. The rules as given by you are sufficient to impose simultaneity on a B&G game, if that is desired.

