

PROFILE: BLUE & GRAY Shiloh

by Harold Totten

For the game player primarily interested in highly playable games, the new SPI Quadri Games are like a breath of fresh air. They have some of the finest and most appealing graphics to come out of SPI in quite a while; all the games are liberally splashed with color. These games use the basic *NAW/Borodino* game system, with a few changes which are significant to the feel of the period. It is my intention to discuss the differences present in *Blue & Gray* — the CRT, the Attack Effectiveness Rules, and the Terrain — and conclude with a discussion of the playing aspects of one of the games in the series: *Shiloh*.

Combat Results for an attack at any given odds in the *Blue & Gray QuadriGame* inflict much less damage than most similar attacks in *Borodino*. Only the 1-1, 3-1 and 4-1 columns are the same. This will work both ways for the players, as diversionary attacks are not nearly so expensive (you still have 50% chance of *Ar* at odds as poor as 1-5), but the big attacks pay less (a 50% chance of *DE* at odds of 6-1, compared with 100% *DE* in *Borodino*). This means that diversionary attacks are more easily conducted, since no game in the series has a predominance of "small change" units that are readily available for small attacks at low risks. This is especially true in *Cemetery Hill*, where all the units are of high Strength (9's, 12's, and even 19's abound).

However, an addition to the original system of more impact is the Attack Effectiveness rule, which puts attacking units that receive an *Ar* result out of commission. What happens is the units can defend and move, but they may not attack, and if they begin a Friendly Combat Phase in an Enemy ZOC they must retreat. This is bad for the player whose general strategic orientation is one of advance. In *Borodino*, a favorite tactic involves massive 1-1 and/or 2-1 attacks in an attempt to break a line at low cost. Another tactic is making 1-1 attacks in support of 3-1's, and, if luck holds, one can often surround the unit being attacked at 3-1. Attack Effectiveness considerably reduces the viability of these tactics.

Of course, Attack Effectiveness can hinder the defending Player as well. In the face of a major offensive, often the Player who is in the strategically defensive position must make local counterattacks at poor odds. This occasionally means the loss of the unit, but more often than not it entails the loss of Attack Effectiveness. When a large number

of ineffective units pile up in front of an offensive, they prevent counterattacks at good odds. *For example:* the Union Player wishes to attack a weak area in the Confederate line, but he has a number of ineffective units in the way. These units will have to be retreated during the Union Combat Phase — but, during the Movement Phase, when the Union Player wants to get his units into place, they block the way and the counterattack never gets off the ground. Also, it occasionally happens that these units are surrounded and then are forced to retreat, causing their destruction.

Attack Effectiveness, however, can also aid the defending Player. This is because these units are not forced to attack; in fact, they are prohibited from attacking. In this way they avoid having to counterattack at poor odds.

The final difference is terrain, and in these games the terrain is well suited for defense, often creating a good deal of difficulty in maneuver and increasing the defender's Combat Strength. Also, terrain is considered for victory in all but *Cemetery Hill*. So, terrain will form the bulk of tactical considerations.

The Confederate Player

During the first three Game-Turns of *Shiloh*, you, as the Confederate Player, have almost absolute freedom of action, and you're going to need it. On the First Turn, move everybody, except Wood and Johnson, east. These two move to hex 1015 to make a 3-1 attack on the 6th Infantry Brigade. Make sure Johnson is subsequently moved to hex 1117, as you will need this unit in the attack on the 2/5 Infantry Brigade on the Second Turn.

I do not recommend attacking the Union right on the First Turn (as espoused in the Player's Notes). Probably the best available attack is on the 5th Cavalry, moving Army Cavalry and Russel to hex 0212 to attack at 6-1. (They might as well, since the same chance exists for an *Ex* result as in a 3-1). Then, moving Cleburne and Stewart to hex 0313, have them attack the 1/5 Infantry Brigade at 3-1 odds, with the 2/1 Artillery moving to hex 0214 and making a diversionary attack at 1-5 odds on the 3/5 Infantry.

Admittedly, you can reap some rewards here, but in all the games in which I've tried this, it has ended disastrously. Usually through loss of Attack Effectiveness, the Confederate

Player gets bogged down. Even if you got a free swing at flanking the Union right, the terrain is so difficult that you don't get far before Union reinforcements bottle you up; and because the area is mostly rough, the Union Player can use his weaker units there, since they'll be doubled in defense. However, an even stronger argument against this ploy is that the main Confederate offensive will fall between hexrows 0900 and 1500.

What you will find out quickly as the Confederate Player is that although you can attack the Union right and still have sufficient forces to hit the center and left strongly, you will probably not be able to sustain the momentum of this crucial offensive. The attack on the right often demands more and more units which would be better positioned to support the main offensive.

In the center, it is possible to attack the 2/6 Infantry Brigade at 2-1 odds, which I think is too risky this early in the game. Or you can have Wood and Johnson attack at 3-1 odds, instead of the 6th Infantry, but here the advance after combat situation is very bad in comparison; and you want to force counterattacks, but at poor odds.

The Union Player

The only Union move on the First Turn should be the 2/5 Infantry Brigade at hex 1515 to hex 1514, as this is a better position defensively and it forces a diversionary attack against the 2/2 Infantry. You want to make this area as costly as possible, as the Confederate Player is going to try to take it at all costs: the 1400/1500 hexrows are the key to getting combat units to Pittsburgh Landing.

The initial stages of the Confederate offensive in the center will see a lot of hard hitting attacks at 3-1 odds. Probably as soon as hex 0813 is vulnerable from hexes 0714, 0814 and 0914, the Confederate Player will hit it at 3-1 with four 6's and 12 Strength Points of artillery from hexes 0614 and 0915. This hex is important, as it is the hinge of the offensive.

One very important piece of terrain is the "ridge" of hexes, 1115, 1215, 1315, as it shields the Union units immediately to its north. Usually, the 1/II Artillery unit, which can move to hex 1216 on the first move, can get into the position and can be made available for diversionary attacks if needed. The target is the clearing in hexes 1113 and 1213, which may allow limited use of artillery and is an important road network. Once taken, it

allows the Confederate Player to maneuver with much greater flexibility. As the Union Player, you can sometimes get in a couple of good shots when his units are pocketed in the clearing. Often these units are forced to counterattack at odds of 1-2 or 1-1, and if they get a *Dr* result, they can sometimes advance into a large concentration of Confederate units, usually at odds of 6-1 or so, surrounded. This is sure suicide, but if the concentration is big enough, you can tie down more units mopping up than the Confederate would have used had he more freedom of action.

This wooded area will lead to some expensive and close fighting. Hex 1011 is another key road junction the Confederate Player will have to fight for. But, once the Confederate Player gets north of the woods around hex 1210, he should be in fairly good shape. First, he's getting close to Pittsburg Landing. Second, he'll be able to bring artillery fire into play, which, up to now, has been rather useless because of the terrain conditions. Third, about 50% of your Union Army will probably be suffering from loss of Attack Effectiveness.

So now the Confederate Player has only two problem hexes that precede his advance into

Pittsburg Landing. The first is hex 1511, as this hex can only be attacked from 1411, and if you are smart, you're going to make this hex difficult or impossible to take. This makes the Confederate going tough. Time will be getting tight, and he'll have to crack open the position through a combination of direct and flanking attacks designed to push your Union units back. All he needs to do is end up with a unit next to hex 1511 and he'll probably have the position.

The other hex is 1509, because it guards Pittsburg Landing. However, things can often be easier here despite the defensive doubling of the terrain. Hex 1408, immediately next to it, can be hit with artillery fire, so 1509 can be attacked from two hexes. And once hex 1509 goes, taking Pittsburg Landing will be no problem.

The crucial winning Turns for the Confederate Player are one through five or six, and he has to move fast. This is my rationale in supporting a concentrated and undivided attack on the position. This overall strategic concept gives a broad enough front to keep a good deal of flexibility and, yet, is basically narrow enough to make maximum use of

Confederate forces and allow enough reserves for replacing combat losses. Units that have lost Attack Effectiveness can be transferred to the Confederate left, where they will take up holding positions. This concentration of forces allows the Confederate Player to stack a 9 Point unit with a 6 Point unit, resulting in a good combat team against Union 5 Point and 6 Point units. It also advocates an approach as direct as possible to Pittsburg Landing in a kind of all or nothing proposition. Finally, it is easily made possible without immediate fear of reprisal from the Union units, as they are under movement restrictions for the first two Turns.

If the Confederate Player meets heavy resistance in front of the Landing, he can always make a secondary thrust toward the Owl Creek Bridge (hex 0905) to cut off Union reinforcements. This is not totally likely, but it's a good threat and can keep some Union forces away from Pittsburg Landing. However, Pittsburg Landing is foremost in terms of Victory Conditions, and may cost heavily to take it. If taken early enough, the rest is a mop-up. The challenge is to get Pittsburg Landing in the first place.

PROFILE: BLUE & GRAY **Antietam**

by Rick Mataka and John Zsellar

The game *Antietam* takes the mismanagement and poor tactics used by the North into consideration by the enforcement of a Movement Restriction, which allows the Union Player to move only 15 units during his First Game-Turn and 10 units on every Game-Turn thereafter. There is also the Attack Effectiveness rule, which means the loss of attack ability of units receiving an *Ar* result (which they cannot regain until the Game-Turn in which a "one" is rolled on the die). The incorporation of these two rules makes *Antietam* a challenge for either Player.

Victory is determined on a Victory Point basis, with Points being gained for the elimination of Enemy units, and 15 extra Points given to the Player that controls all four hexes of Sharpsburg. There is also a catch for the Confederate Player, in that he has to maintain a line of communications to Botelers Ford (hex 0124) at the end of the game. Any of his units that cannot do this are to be considered eliminated when determining victory.

The final Victory Condition is the real key to Union victory. If the Union Player can break through the Confederate defenses and

occupy or surround Botelers Ford by the end of the game, he is assured a Decisive Victory. But, if he does not go for the Ford, all the Confederate Player has to do is sit on the ridges in highly defensible terrain and watch the Union slowly lose the game. So, the burden of the attack lies on the Union Player. His objectives should be two-fold: he will be trying to break through and occupy Botelers Ford (hex 0124) for a Decisive Victory or gain control of the four hexes which comprise Sharpsburg for a Substantive Victory. By trying to break across the fords and bridges on Antietam Creek, he can stretch the Confederate line thin, hoping to accomplish his goal. The Confederate Player, in the meantime, has the job of watching all of the bridges and fords, and of being on rough terrain from which his Defense Strength will be doubled. The Confederate Player's main objective will be strictly defense, counterattacking only in the later stages of the game to gain extra Victory Points for the elimination of Enemy units. But, if the Union Player uses the correct strategy, he should be able to gain a Substantive or Decisive Victory. The following is an example of the First Game-Turn for the Union Player. Here also is the Confederate movement in trying to stop him from making his breakthrough.

UNION MOVEMENT, GAME-TURN ONE

The Union Player can only move 15 units during his first Game-Turn. These are his best moves for gaining his objectives.

<i>Unit</i>	<i>Moves</i>
Attacking Rhodes at 3:1	
3/1/V (6)	1613-1214
1/1/V (7)	1515-1214
Artillery	
Attacking Garland at 3:1	
2/2/V (6)	1614-1213
1/1/II	1612-1213
Attacking Ripley and Trimble at 3:1	
1/1/XII (6)	1204-1110
1/3/I (5)	1008-1110
Artillery	
Attacking Pelham at 2:1	
1/1/I (4)	0705-0607
3/1/I (4)	0705-0607
Attacking Toombs at 3:1	
1/1/IX (7)	1619-1318
2/2/IX (5)	1618-1318
Protecting Flank of hex 1213:	
2/1/V (5)	1613-1315
1/2/V (4)	1514-1315
Attacking Lawton at 2:1	
3/2/I (4)	1107-1009
1/2/I (4)	1106-1009

Moving toward Bridge at hex 1128:
1/3/IX (5) 1620-1325

During this Game-Turn, I have listed six attacks, two of which are at 2:1 odds, and the other four which are at 3:1 odds. In this way, there is a good chance of putting a dent in the Confederate line, while at the same time forcing the Confederate Player to shift units back and forth, not really knowing where the main move is going to be. With luck, the outcome for each battle could be "Defender Retreat." The largest Strength unit should be advanced into the vacated hex in each case, to tie up the Confederate units. This would tie up almost 50% of the Confederate units capable of movement on Game-Turn One.

CONFEDERATE MOVEMENT, GAME-TURN ONE

The Confederate Player at this time is in a very difficult position. He must try to

maintain a solid defensive line by beating back any advancing Union units. The Confederate Player must counterattack *only* to maintain his defensive line and not to gain any Victory Points. Whatever the outcome of any Confederate battles, the Confederate units should never cross Antietam Creek, because this removes the movement restriction that is on the Union Player. The following are some possible Confederate moves to counter the Union advance.

Unit	Moves
Attacking 3rd Bde at 2:1	
FH Lee (4)	0409-0408
Early (4)	0712-0408
Attacking 2nd Div at 1:1	
Hood (4)	0811-1013
SD Lee (3a)	
Garland (2)	
Colquit (3)	

Attacking 1st Div at 1:1	
Wshngtn (3a)	0916-0915
GB And (4)	1116-1014
Jenkins (3)	1016-1115
Jones (3a)	
Rodes (3)	
Attacking 3rd Div (Diversionary)	
Evans (3)	0916-1115
Attacking 1st Div at 1:1	
Law (3)	1811-1011
Ripley (2)	
Trimble (3)	
Attacking 1st Div at 3:1	
JG Walker (10)	0920-1219
Picket (3)	0817-1118
GT And (3)	0917-1118
Toombs (2)	
Cutts (3a)	

Moving toward Bridge at hex 1027:
Kemper (2) 0819-0925
Drayton (2) 0818-0924

With luck, the Confederates could repel most of the Union's advances. The Union could thus be beaten off the rough terrain in hex 0508 and the forest in 0910. And, on the Sunken Road, with two "Defender Retreat's" and some smart Confederate maneuvering, the line of retreat of the 1st Division could be cut, resulting in an eliminated unit.

Now, if you look at the map for this Game-Turn, you will see that the Confederates seem to be back in their strong defensive positions and that the Union has made no headway at all. But the Union Player has caused the loss of 8 Confederate Strength Points due to *Ar's*, while attacking the 1st Division in hex 1010, and this is one thing that the Confederate Player can't afford.

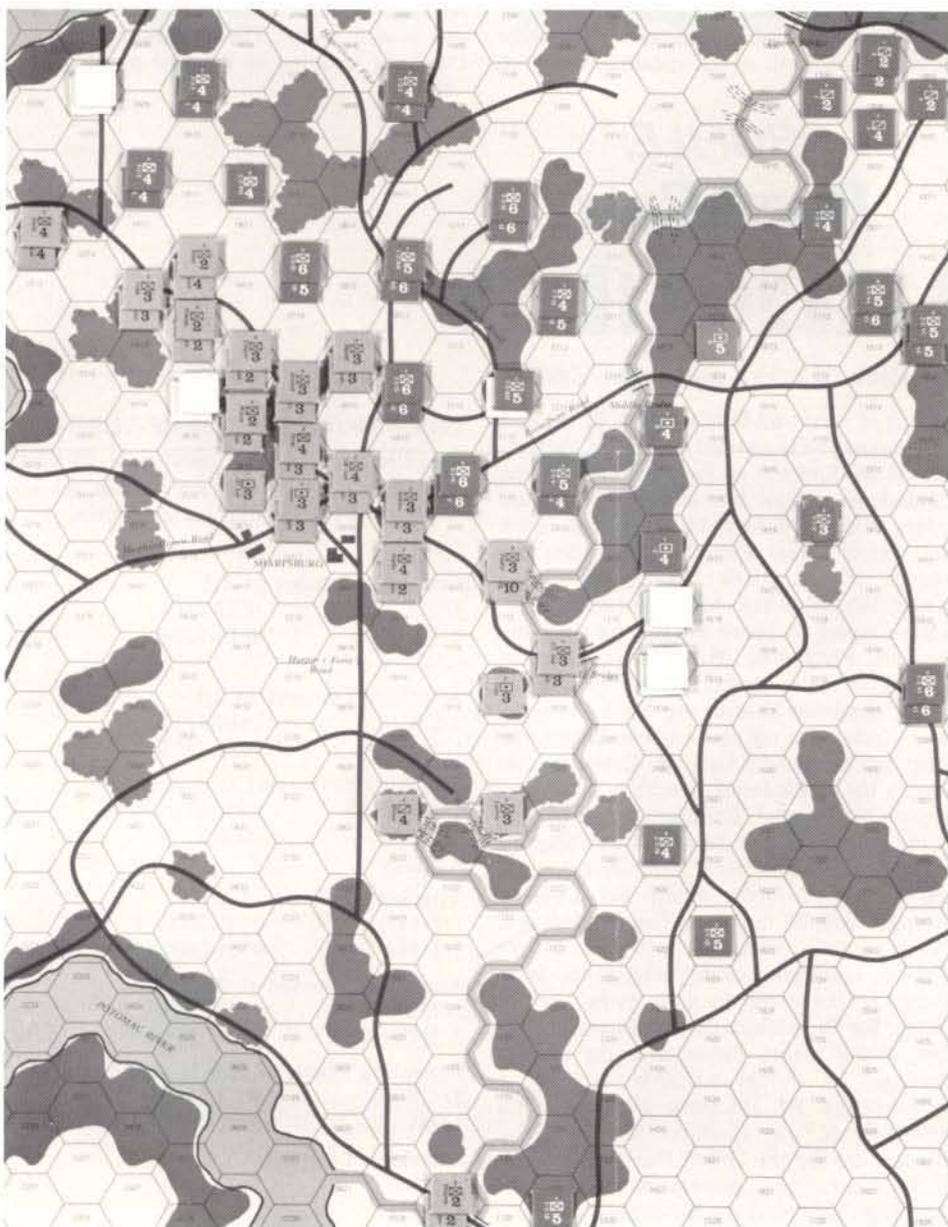
GAME-TURNS TWO THROUGH SIX

During these Game-Turns, the Union Player really has no reason to make any attacks, because he doesn't have the strength to make any major push. He should be content with just trying to build up Strength Points by moving them to the desired areas in preparation of an all-out offensive during the later stages of the game. The Union Player should always keep in mind that his main objective is Botelers Ford (hex 0124) and that his secondary objective is to capture Sharpsburg.

If the Union Player moves his units in the proper combination, he should be stretching the Confederate line, finding a weak spot here and there. The Union Player should also keep constant pressure on the bridges and fords across the Antietam Creek, thereby causing the Confederate Player to keep dispatching units to stop a breakthrough.

The Confederate Player, during these Game-Turns, will be trying to disengage his units and pull back to his secondary line of defense. If he reaches this line intact, there is no possible way that the Union can beat him. During these Game-Turns, the Confederate Player has to be constantly on the alert for any crossing of the Creek, and should

Antietam End Game Situation



counterattack as soon as any breakthrough occurs. The Confederate Player is forced to cover all bridges and fords with at least four Strength Points, because of the big Union build-up in strength.

The Confederate Player has the advantage of being on interior lines, and he can move his units back and forth, counterattacking at will. If the Confederate Player can contain the Union forces on the other side of the Creek until Game-Turn Seven (when A.P. Hill arrives), he can then abandon the fords

and bridges and let A.P. Hill defend Botelers Ford.

END GAME

At this point in the game, things are looking pretty dim for the Union. The Confederate forces are in very strong defensive positions around Sharpsburg and there really isn't too much that the Union can do to knock them out. The Union Player has only two possibilities before him. One is a series of suicide attacks, trying to gain control of one hex of Sharpsburg and stop the Confederate Player from getting the Victory Points. The other is

to go for a Decisive Victory by isolating Botelers Ford; even with A.P. Hill (16) waiting there. The Union Player must achieve this breakthrough before Game-Turn Eight; otherwise, he will not have enough time to isolate the ford in hex 0124.

If the Confederate Player is in his strong defensive positions around Sharpsburg and the fords, he really doesn't have to move any units at all except to beat back any Union advance. So, for the Confederate Player, the game is really static from about Game-Turn Six until the end of the game.

PROFILE: BLUE & GRAY Cemetery Hill

by Mike Curran

STRATEGY

Strategy consists of planning and directing the operations of your units in an attempt to achieve victory as outlined in the rules. Everything done during the course of the game should be directed toward achieving victory.

Confederate Player

As there are no territorial objectives, do not become fascinated with any particular piece of terrain, such as the town of Gettysburg or Cemetery Hill. Their importance is determined only by the strength either side is willing to expend to take or hold them.

Avoid direct assaults on the Union line when possible, as he will usually defend in strong positions. Rather, attempt to outflank it. This has the advantage of stretching the Union line and possibly weakening it someplace for a decisive attack. This should be done only while the outcome is in doubt and you have a chance to win by attacking. One of the reasons for such caution is that your line will also be weakened, and the Union Player, with interior lines, can more easily shift his forces to attack in any given area.

You must cripple the Union Army by eliminating the 2nd and 3rd Divisions of XI Corps on Game-Turn One. At the same time, you must maintain pressure along the rest of the line by the use of judicious attacks.

You do not want the Union Army to slip away before your reinforcements arrive. Therefore, take every opportunity to pin the Union forces in the area bounded by Seminary Ridge, Gettysburg and Culp's Hill.

Cemetery Hill should fall on Game-Turn Five, but there are two prerequisites. The first is to clear the Union from the area in front, so that the attack can be made. Second, a cooperative Union Player is necessary. If the Union Player decides to

retreat, there will be nothing to attack. Remember, Cemetery Hill (or any other piece of ground) is merely a magnet to be used to attract the enemy into a position where he can be defeated.

Thus, the key to success will be your ability to jump to an early lead, chewing up the Union I and XI Corps at the beginning of the game. If this can be accomplished, you can sit back during the second half of the game. The Union Player will have to come after you unless he is willing to concede victory. When he does decide to go over to the offensive, you can easily fall back to good defensive positions along the Seminary Ridge - Gettysburg line. Behind this you have other good lines on which to hold. You can just withdraw every so often as the pressure increases. There is also the possibility that the Union Player will make a mistake, leaving himself open to a smashing counter-attack.

Union Player

Realize from the outset that your initial position is hopeless. You will find yourself with a shattered line and not enough reserves to fix it. How you recover from such a situation will have a strong influence on the outcome of the game.

Do not throw away units in the vain attempt to hold the Seminary Ridge - Gettysburg line. You are too far away from your reinforcements and the Confederate Player is too close to his. The obvious choice, then, is the Culp's Hill - Cemetery Hill - Cemetery Ridge line containing those impressive defensive hexes. This is a decent choice, but is dangerous, due to the exposed nature of Cemetery Hill. An attempt to fight it out along this line could prove too costly.

The next possible line to fight on is the rough terrain running from Power's Hill to Little Round Top. This is an excellent line. You

can have a straight center, your flanks are anchored by dense woods, you have freedom of movement behind your lines and it is close to your reinforcement hexes.

Your last possible line of defense is behind Rock Creek. If you have been forced back this far, it is unlikely you have the strength to make a comeback.

At some point during the course of the game, you must go over to the attack to make up the deficit in Victory Points you have been suffering since the First Turn. The time and place will vary from game to game because it depends on what has been happening. Sometimes you will not have to do this if the Confederate Player thinks he can increase his margin of victory by following on your heels. This type of play offers you the best chance of victory.

TACTICS

Tactics consist of the specifics of maneuvering each individual unit. Strategic advice is worthless if you do not know how to execute the plans.

Confederate Player

Exactly what moves and attacks by the Confederate Player will devastate the Union on the First Game-Turn? Start by reading the Terrain Key. Notice the fine print which says that, in *Cemetery Hill*, creek hexsides are considered "fords." This means that the Union right flank can be easily turned, by moving 2/Early (11) on hex 1606 to 1108, 1/Early (11) on hex 1304 to 1406 via 1404, 1505 and 1506. You would also make other moves to complete the process and achieve the desired goals.

A trick to be used at this point is to send 2/Early to hex 1207 and 1/Rodes (14) on hex 0905 to 1006. By having the artillery unit (Pegram) on 0507 move to hex 0706, bombarding 1/1 (11) on 0907, while 1/Rodes, 2/Early and Brown attack 1/XI (9) on hex

1107, you will force 1/I to attack 1/Rodes at 1-3 odds on Game-Turn Two.

The only major attack which you must know how to pull off is the assault on Cemetery Hill (hex 1212). If the Union Player leaves the adjacent hexes (1113 and 1312) vacant, you can simply surround Cemetery Hill, using artillery to bombard hexes 1412 and 1114, if necessary.

However, if the Union Player places units in 1113 and/or 1312, you must approach the problem from a different angle. Attack the units in 1113 and 1312 from 1013, 1012, 1112, 1211, 1311 and 1411. Use artillery to bombard 1412, 1114 and 1212, and advance after combat from 1012 and 1311. This places the Union forces on Cemetery Hill in a very poor position. At least six hexes containing Confederates must be attacked in the following Union Player-Turn, and you will have pinned five hexes containing Union units. The final outcome of such a battle depends on the die rolls.

Union Player

From the Confederate tactical hints, you can see the death-trap Cemetery Hill might become for your army. If you do decide to hold in the Cemetery Hill area, you had better be lucky with the die.

This raises the point of what the Union Player (and the Confederate Player, if forced to the defensive) is looking for in a defensive line. Do you really want your strength increased by rough terrain, particularly in the hexes where you are tripled? There is a good side, and a bad side to this defense. On the good side, your strength is increased, sometimes to the point of near invulnerability. On the other hand, if the Confederate Player is able to capture a hex, he will receive the defensive bonus and *your* pinned units will have to attack him at possibly disadvantageous odds. Even if you are successful and retake the hex, only one unit may advance, increasing the vulnerability for the next attack.

An alternative to this conventional type of defense is to defend in open terrain. Let the enemy get decent attacks against you, and rely on counterattacks to smash him. The result is ultimately the same, but easier for you to accomplish. Example: defend the Cemetery Hill area with units in hexes 1115, 1113, 1312, and 1513, backing them up with strong artillery reserves for counterattacks.

This brings us to the final point — Union artillery and diversionary attacks. Your artillery is by far superior to that of the Confederate in terms of unit quality, but equal in terms of unit quantity. This means that the Confederate Player is able to make as many bombardment attacks as you are. This is a key point. You can more easily increase infantry attacks to greater odds, but you must still be totally efficient in their use for diversionary attacks. The proper diversionary attacks will turn around a seemingly hopeless situation and place the burden on your opponent.

PROFILE: **BLUE & GRAY** **Chickamauga**

by Jay Nelson

Chickamauga is a simple game that accurately portrays a rather complex situation, while at the same time offering interesting challenges to both sides. Victory hinges on control of certain important cross-roads, destruction of enemy units, and the exiting of friendly units from the northwest corner of the map. This rich divergence of victory conditions, which leaves both Players so many options, heightens the play value of the game.

This discussion will first approach the general burden that lies on each player in order to win, and will proceed to the terrain, and the forces present in the game. Finally, the play of a game of *Chickamauga* will be traced through its various stages.

Throughout *Chickamauga*, the burden of attack is on the Confederate Player. He must concentrate his forces and drive the Union Player from strong positions, towards the northwest. He must also destroy as many Union units as possible to ensure that the Union Player will be unable to use his reinforcements as a counter-attack force. In accomplishing these aims, the Confederate Player must beware of Union counterattacks on weaker positions of his line that could cause disaster in the late stages of the game.

The Union Player will fight a game that is a combination of rigid defense, with skillful delaying actions and counterattacks. His main objective is the withdrawal of an intact force off the northwest map edge while

preventing the Confederate Player from exiting his units in the same area. His main obstacle in achieving this objective is the maintenance of a cohesive force; this is where the all-important reinforcements play a crucial role in the Union strategy. His reinforcements should be used to launch well-timed counterattacks and to firm up his line when it looks like it may crumble.

TERRAIN ANALYSIS

The *Chickamauga* terrain is dense; movement is restricted. For this reason, roads, clear terrain and trails are important for lines of communications and routes of advance. The road system which runs northward from hex 1027 and hex 0728 (the Union reinforcement hexes) is one of the keys to the game. As long as the Union Player holds this road, his line of communications is unimpaired throughout his rear area. By the same token, once the Confederate Player cuts this road, the Union Player's problems are multiplied several-fold. The roads (and trails) which run west to east into the 1300 hexrow of the map are essential Confederate routes of advance. It is along these routes that important Confederate attacks are based. While the terrain on the entire map constricts movement, much of it also aids the defense of units. The Forest-Rough hexes centered on 1811 and 1414 are extremely valuable in the early going of the game, as are the Rough hexes farther to the south. The going in the northwest corner of the map is difficult. Here the rough and heavily wooded

terrain restricts both movement and combat into channels that are easily defended.

The difference between the Confederate and Union Armies in the game is significant. The Confederate Player has an initial advantage, which he should exploit. Because he cannot defeat the Union Army as a whole, he must defeat it piecemeal. The Confederate Player also has a slight over-all advantage in artillery. Both Players have one unit that is slightly stronger than the rest [the Union "8" and the Confederate "7"]. Their extra Strength Points can cause the all-important difference between a "2-1" and a "3-1" at a crucial juncture in the game. The Confederate "3's" are useful in forcing Union counterattacks in hopes of causing an exchange (as the Player's Notes suggest).

I recommend that Players use the Optional Attack Effectiveness rule. It is a remarkably simple and rather realistic rule, which rewards careful Players and punishes sloppy ones. The effect it has on the tempo of the game is profound; attacks increase near the end of the day, while in the morning only sharp and well-planned offensive moves can be realistically carried out. The *Blue & Gray* game system is a system which rewards the careful Player. This is the Player who, for instance, makes sure that the hex his opponent needs to launch a crucial attack on is not only defended, but defended by just the right amount of units in just the right combination to deny a favorable attack, while also

causing an unfair exchange (if that result is rolled).

The burden of the attack is on the qualitatively inferior Confederate force. This force must drive through the most difficult terrain on the map if it is to win decisively. The Union Forces are overwhelmingly outnumbered as the game begins. The Union Player must keep this force from being destroyed, while maintaining his positions to ensure that the Confederate doesn't just pass him by. To aid him in this task, he has profuse reinforcements and excellent defensive terrain.

The Initial Union Player-Turn

The Union Player has several options, but they are all variations of just two. The first involves a pinning attack all along the line, which will ultimately sacrifice units for time gained. The second entails creating solid bases for defense and later attacks. The Union First Division of the 14th Corps is the lynchpin in either strategy. From their initial deployment, these units can attack the Confederate units in hexes 1620 and 1720. First, attack the unit in 1720 at "1-1" and follow a successful attack with a "2-1" surrounded on the unit in 1620. The other half of this strategy involves moving the units initially deployed in 1127 and 1227 to hexes 1523 and 1424 in order to pin the Confederate forces against Chickmauga Creek and cut the road in hex 1622. The Union Player also has a slightly more passive option at his disposal in drawing up a line of resistance in the 1400 and 1500 hexrows in the southern part of the map. While all this activity is taking place in the southern part of the map, the northern part of the map should be an area of careful consolidation. All of the Union reserve units (hexes 0302, 0402 and 1505) should be moved up to the limit of their Movement Allowance along the roads with the eventual commitment of these units to a fray about to develop on the Union Player's left flank.

The Initial Confederate Player-Turns

The Confederate forces are caught in the process of massing for the attack. For the entire first four Game-Turns, concentration should center on massing the initially superior Confederate units for that attack. The main Confederate thrust should travel straight north and then to the west, when the crossroads west of Dyer's and Ringgold's Bridges are reached. This offensive should have two aims: *One*, to destroy Union forces; and *Two*, to drive straight for Rossville Gap. The road that runs from hex 1928 to 1902 is essentially the main line of this thrust to the north. The Confederate Player, in any attacks he makes at this stage of the game, should try to make them at three-to-one or better. Any loss of Attack Effectiveness at this point will hurt him badly later on. The Confederate Player should be careful not to strip the center portion of his line [the Kelly Field area to hex 1425], as this makes him vulnerable to Union counterattacks. Secondary Confederate attacks should be made in this area for two purposes: *One*, to draw off

Union reinforcements; and *Two*, to cut the road which runs from hex 1027 to the north. This attack should never overshadow the main Confederate attacks; if the Confederate Player finds that over one-third of his units are being diverted to this area, it is too much.

The tempo of this main offensive should be fast and well-coordinated. Three-to-one odds and higher should be used in a series of attacks designed to drive the Union forces [either by destruction or retreat] from the area between the rough terrain centered on hex 1811 to the northern edge of the map.

The Confederate reinforcements on Game-Turn Two are important. The bulk of these forces should be sent to support the main drive, even though they will not arrive for at least two to three Game-Turns. Some of these forces may be diverted into the secondary thrust, but all artillery should be sent to the north.

The Union Player's Game-Turns 2-4

The maintenance of a cohesive line and a counterattack force, coupled with the shifting of Union forces to the threatened northern flank, should occupy most of the Union Player's time. The Union units that start out in reserve near Viniards and Withers should be sent north to contain the Confederate offensive. The same holds true for the Union Game-Turn Two reinforcements. Decide on an initial commitment of forces in the southern half of the map and send the rest of the forces north. The Union Player should avoid attacks, but when they are necessary, should support them decisively. There are at least two cases when the Union Player must attack. *One*: when the roads leading from hexes 1027 and 0728 are threatened; and, *Two*: when there is a chance to eliminate key Confederate units and draw off Confederate reinforcements. These opportunities will occur mostly in the southern part of the map while the Confederate Player is concerned with the main thrust in the north. The area around hexes 1324 and 1325 generally becomes a real meat-grinder where units are eliminated with exchanges, and by being trapped against West Chickamauga Creek. Hex 1126 is crucial as is 1222; Confederate drives on these areas should be made as costly as possible.

The Confederate Mid-Game

This is the decisive part of the game for the Confederate Player. His offensive in the north should be well under way. By this time (depending on his effectiveness and the Union Player's response) he will either be facing scattered pockets of Union resistance in important areas or a cohesive line of Union units, most of which will have lost Attack Effectiveness. Once again, in this section of the game, drive for the Rossville Gap, while keeping the flanks safe by eliminating Union units. Keep stretching the Union line by driving further and further to the west and by shifting the weight of the attack from point to point along the Union line. By the end of Game-Turn Eight, units

should occupy the 1300 hexrow area all along the northern portion of the map; and the farther west the better. The Confederate reinforcements during this time will be divided between supporting the main offensive and the southern flank. The Union train unit is nice to delay, but a skillful Union Player will have no trouble protecting it; it is sort of a "red herring."

Game-Turns Six, Seven and Eight are the Turns to really let your offensive roll. Make all kinds of attacks on the chance that they will succeed. Even if you lose effectiveness now, it will not have that great an effect on the later stages of the game, as it will be regained in night Game-Turn Nine.

The Union Mid-Game

Game-Turns Five to Eight are equally important for the Union Player — here he receives the bulk of his reinforcements and, using these well, he can either save a disastrous opening game, turn the tide altogether on the defense, or launch a limited counteroffensive himself. The transference of units to the northern flank should be accomplished by "leapfrogging" units along the line. That is, moving reinforcements their full Movement Allowance to replace one unit in the line, and then moving that unit to replace another. If it looks like the Confederate Player is going after your train unit, protect it with a few units and move it rapidly along the westernmost roads and trails. Don't worry too much about it; your forces at this time should be sufficient enough to protect it. The Union Player, in addition to conducting the same sort of delaying action with counterattacks as before, should be preparing for a general withdrawal to the west on the second day. He can do this by slowly pulling some of his reinforcements off to form a secondary defensive line behind his present units in the area of hex 0900 in the southern flank. Do this only if there are sufficient units to maintain a coherent strong line.

Night

Night Game-Turns in *Blue & Gray* are unique. They present both Players an opportunity to make consolidation of gains and to prepare for the next day's offensive. The Union Player has the advantage at night, because not only does he move first, he moves first the next day, too. He should spend this time reforming lines and withdrawing where feasible. The Confederate Player should ready his units for the continuing push to the west by massing disengaged units in a position where they can counter any Union moves and bring a large force to bear when the next Confederate Player-Turn comes.

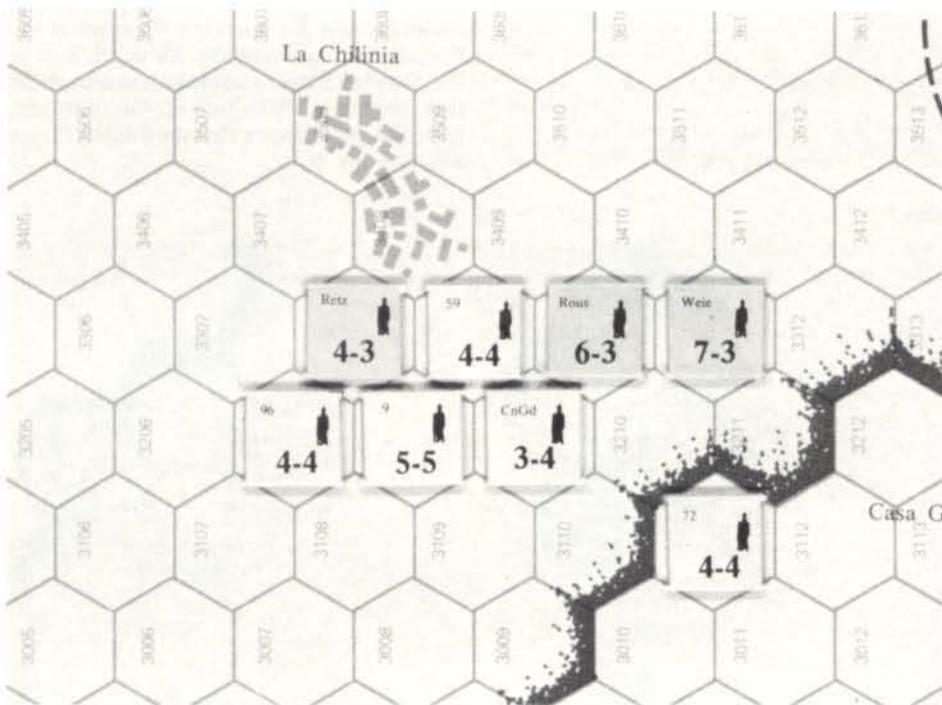
The Second Day

For the Confederate Player, these Game-Turns (Ten to Fifteen) will take one of two forms. They will see a mop-up operation or a hard-fought offensive, basically similar to the previous day, but through much more difficult terrain. As the Confederate Player, do not become diverted by McFarland's Gap

[continued on page 14]



Figure 4



It should be made clear, however, that if the French Player had a 3:1 attack rather than a 1:1 attack on the Austrian 6i, as shown in Figure Four, that the Austrian Player should not advance his 4i. The reason is that the sixth principle no longer holds true. At 3:1 odds, the French units are much less likely to retreat and hence the Austrian Player may be needlessly pinning his own 4i unit, the fifth principle. The Austrian Player should advance his units only when there is a good chance to prohibit a possible attacking French unit from retreating.

All in all, most of the common patterns of advancing or not advancing after combat

have been covered in this short article. Such patterns are applicable to a wide variety of games and hence should be learned so that a Player may recognize them during play. It is often helpful to record certain positions during play to review, compare and contrast them with the patterns depicted in this article. Such practice gradually improves a wargamer's aptitude.

Chickamauga

[continued from page 9]

unless it is within your reach early. Keep driving for Rossville Gap; if you reach Rossville Gap, then conduct a secondary offensive for three purposes. *One*: to grab the Confederate Victory Point hexes; *two*: to eliminate and cut off Union units; and *three*: to take McFarland's Gap. If you accomplish even the taking of Rossville Gap with the subsequent exiting of units, you have won the game (as long as the exited units are able to trace a line of communications). As the Confederate Player, remain flexible against the second day. If it becomes obvious that your offensive against Rossville is doomed, take the Victory Point hexes and try to destroy as many Union units as possible while still keeping the pressure on. The Union Army just *might* find it impossible to maintain itself even this late in the game. The forces you have now are the forces you will have for the remainder of the game; use them wisely and it will pay off in the last two to three Game-Turns, when once again [as in the first day] you can launch an all-out offensive. Do not exit your units until very late if that option is open; they can't come back, and may be more effective if left on the map. Besides, they may get cut off.

The Union Player should concentrate on two things: *One*, making everything as costly as possible for the Confederate Player and, *two*: exit Union units. With these two things, the holding of Rossville Gap is tantamount to a successful Union game. Don't exit until late in the game; you may need the units. Keep some units on the map to hold the Confederate Victory Point hexes near each of the gaps. If you keep the Confederate Player from exiting, and hold a coherent exiting force yourself (as well as keeping the Confederate off high-scoring Victory Point areas) victory is yours.

Conclusion

Wargames are *not* chess. In chess, a given move will have given results. In wargames, this is simply not true. I have assumed herein a certain working knowledge of the tactics and probabilities involved, as well as an understanding of one's opponent and his weak points. It will come down to exploiting specific weaknesses and strengths that will be unique to each game of *Chickamauga* played by two Players.

