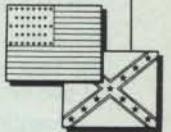




NEW BLUE & GRAY VARIANTS

*Expanded
Rules for the
BLUE &
GRAY®
Game*



by Steve Winter

THE BLUE & GRAY® GAME IS A QUAD game of four American Civil War battles that are quick, tense, and fun to play: The ANTIETAM™ Game, the CEMETERY HILL™ Game, the CHICKAMAUGA™ Game, and the SHILOH™ Game. Two players can sit down and fight an entire battle in less than two hours. The games are well balanced, and the outcome is usually hard to

predict, right up to the end of play.

While the games are fun to play, action sometimes proceeds along lines very different from the historical events. The complexity level of the games is quite simple, but gamers desiring to recapture more of the historical flavor of these battles may wish to tinker with the rules and game balance. With that in mind, these optional rules

are offered to give more flexibility and variety to the games. In any rules questions between these optional variants and the game rules, the game rules apply.

These variants are: a new combat results table and combat result, cavalry movement, leaders and command rules, and optional CHICKAMAUGA Game and ANTIETAM Game rules.

Combat and Cavalry Rules

THE GAME'S COMBAT RESULTS TABLE WAS taken almost whole from the NAPOLEON AT WATERLOO™ Game and the venerable BORODINO® Game. While it works well for Napoleonic battles, it ignores the development that made the American Civil War so different from the Napoleonic Wars: the defender's firepower advantage.

The game's combat results table (CRT) gives a 1:1 attack even odds for success: three Defender Retreat results and three Attacker Retreat results. The ratio of DR and AR results shifts linearly as the odds worsen or improve. But in the Civil War, an assault against an equal foe usually meant a bloody repulse (and sometimes destruction) for the attacker. The rifled musket had three times the killing range of the smoothbore muskets carried by Napoleon's *Grande Armée* so that an infantryman in 1862 could fire at least three times as many shots at an approaching enemy. This is an overly simplified view of the situation, but it does illustrate to some degree why even-odds assaults just don't work as well.

To change this situation, the new CRT requires at least 3:2 odds before the attacker has a roughly even chance to dislodge the defender. All of the odds from 1:1 and less become worse for the attacker than they were in the original CRT. Odds of 2:1 and better remain the same.

Another major change is that the CRT has been restructured for two-dice resolution of combat. The outcome of an attack is still predictable enough to let the attacker plan his assaults, but allows for an occasional surprise.

Attacker/Defender Shattered. Another combat result which is abstracted for simpler play is a unit's remaining whole and unscratched or else being entirely removed from the field as an effective force. This has far-reaching effects on the game, not the least being the attacker's ability to launch a lot of 1:1 attacks along a line to keep the enemy occupied, knowing that the worst combat result will be a mere rebuff.

Even worse is the game's optional disorder rule, which prohibits a unit from attacking or entering an enemy zone of control after it suffers an Attacker Retreat result. Large numbers of units were decimated in futile frontal attacks during the war, but in the game, units very often must make low-odds attacks to pin the enemy while other friendly units make a heavy assault nearby. This sort of skirmishing certainly caused casualties, but it rarely led to the complete disintegration of the attacking units as the game's disorder rule does. To simulate the traumatic effects of dislodgement without resorting to extremes, a new

Revised Combat Results Table

Dice Roll	1:5	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1
2	DR	DR	DS	DR	DE	DS	DS	DS	DS	DR	DR
3	AR	DR	AR	DS	DS	DE	DR	DE	DE	DR	DR
4	AS	AR	DR	AR	DS	DS	DE	DS	DS	DE	DS
5	AR	AR	AR	DR	AR	DS	DS	DE	DE	DE	DE
6	AS	AS	AS	AR	AR	DR	DR	DR	DR	DE	DE
7	AE	AS	AR	AS	DR	AR	AR	DS	DS	DS	DE
8	AE	AE	AS	AE	AS	DR	DS	DR	EX	EX	DS
9	AE	AE	AE	AS	AR	AS	AS	EX	EX	EX	EX
10	AE	AE	AE	AR	AS	AR	DR	AR	EX	EX	EX
11	AE	AE	AE	AR	AE	EX	EX	EX	AR	AR	DR
12	AE	AS	AE	EX	EX	AS	EX	AS	AS	DR	AR

AR Attacker Retreat

AS Attacker Shattered

AE Attacker Eliminated

DR Defender Retreat

DS Defender Shattered

DE Defender Eliminated

EX Exchange

combat result is needed: *Attacker Shattered* and *Defender Shattered* (AS, DS).

A *shattered* unit has generally taken many casualties and has very low morale. Its combat effectiveness is drastically reduced, but it is still a cohesive unit. A *shattered* unit must retreat the same as if the combat result was AR or DR. In addition, the unit's combat strength is reduced to one-half of its full strength (round fractions up). This condition can be recorded by placing a blank counter on top of the *shattered* unit, by flipping the counter over and writing its half-strength value on the back, or by placing a current strength chit from a game that uses such mechanics (any GREAT BATTLES OF THE AMERICAN CIVIL WAR™ game, the new WELLINGTON'S VICTORY® Game, or others) on top of the affected unit.

Shattered units never recover. Once a unit is reduced to such a condition, it stays at half strength for the rest of the game. If a *shattered* unit receives another AS or DS result, it is eliminated. If a unit is surrounded by enemy units or by enemy zones of control so that it cannot retreat when suffering a combat result forcing a retreat, that result becomes one step worse: DR becomes DS, and DS becomes DE (the same applies to results of AR and AS).

If the combat result is EX (Exchange), attacking units must lose at least as many strength points as the total printed (or *shattered*) combat strengths of the eliminated defending units. Attacking units that are *shattered* with an Exchange result can hold their ground, retreating only if the attacking player so desires. Attacking units that are not *shattered* in an Exchange result cannot retreat.

Cavalry Movement. A cavalry unit that spends the entire turn outside enemy

zones of control has a movement allowance of 9. If a cavalry unit expends more than 6 movement points during its move, it cannot enter an enemy zone of control.

Leaders

WHILE THE GAME RECREATES MANY OF THE conditions affecting the battles, one area that these optional rules help simulate more accurately is that of leaders and command rules. The addition of leader counters has a significant effect on the course of the four battles being simulated, as it forces players to keep their corps together.

Army- and corps-level leader units are used, as are some more divisional commanders in the SHILOH™ Game and the ANTIETAM™ Game. Army commanders are designated by three stars, corps commanders by two stars, and division commanders by one star. Leaders have 9 movement points. A leader can move out of an enemy zone of control, but at the cost of 2 additional movement points (moving a leader from an enemy ZOC into a clear hex costs 3 movement points). Each leader counter contains the leader's name, unit command, control rank, and command number, the latter indicating the distance in hexes that the leader can be from a unit he is commanding. Leaders with parenthetical command numbers do not give a combat bonus to units they're stacked with.

Corps and division leaders command all units of their respective corps and divisions. While army leaders have no units directly under them, they can control any units of their army, up to the limit set by their command number. For example, Robert E. Lee (in the ANTIETAM™ Game) has a command number of 4. Lee can control any four units of the Army of Northern Virginia that are within four hexes of his leader counter.

Army leaders can stack with any friendly units. Corps and division leaders can stack only with units under their command, their army leader, or an independent unit. Leaders do not count toward the two-units-per-hex stacking limit.

Command Effects. All subordinate units within a specified number of hexes of their commander are *in command*. The commander's radius is determined by his command number. An enemy ZOC blocks a line of command unless the enemy-controlled hex is occupied by a friendly unit.

The command status of all friendly units is determined at the beginning of the friendly movement phase. All units that are *in command* at the beginning of the turn can move and attack normally, even if their movement takes them outside their commander's radius. Units that are *out of command* at the beginning of the turn have their full movement allowance, but cannot move into an enemy zone of control. A unit that is *out of command* but in an enemy zone of control must attack, but cannot advance after combat.

Eliminating Leaders. If a leader unit is stacked with a combat unit that is eliminated during the game, the owning player rolls one die. The leader unit is eliminated on a roll of 1 (1 or 2, if the leader is surrounded by enemy units or ZOCs). If the

leader unit is not eliminated, the owning player can move the leader to the nearest unit under that leader's command. If no units remain of that leader's command, the leader unit is removed from play. An eliminated leader unit is worth victory points equal to his command number; the victory points apply toward the totals.

Replacing Leaders. An eliminated leader is replaced on any unit counter of his command at the beginning of the next friendly movement phase. Use the same leader counter; this represents a subordinate commander of equal ability taking control of the units in the command. The phasing player then rolls one die; if the result is less than the number of units remaining in that leader's command, the number of units shown on the die are automatically *out of command* for that turn. The specific units affected are chosen by the opposing player. Only units of the eliminated leader's command can be affected. A unit that is stacked with the leader can't be *out of command*.

Leaders in Combat. A unit can be in one of three command conditions: *out of command*, *in command*, or *stacked with a leader*. If all of the units participating in an attack are *stacked with a leader*, the attacker receives a combat bonus. If all the attacking units are *out of command*, the defender receives a combat bonus.

A combat bonus allows a player to alter the dice roll for combat results by one. After the dice are rolled, the player with a combat bonus can apply it to raise or lower the number rolled on the dice by one, or else not apply the bonus at all. If the bonus is used, the modified dice result is then applied to the combat. Combat bonuses cannot be carried over to another turn.

Artillery and cavalry units have no leader units and are always *in command*. Neither unit type ever benefits from being stacked with a leader unit.

Longstreet. Gen. James Longstreet's arrival from the East helped the Confederates dominate the battle of Chickamauga. When the Longstreet counter arrives in the CHICKAMAUGA™ Game, it assumes command over the left wing of the Army of Tennessee, consisting of Buckner's and Hood's Corps. Longstreet functions as an army commander for these two corps. Confederate units stacked with Polk do not get a combat bonus.

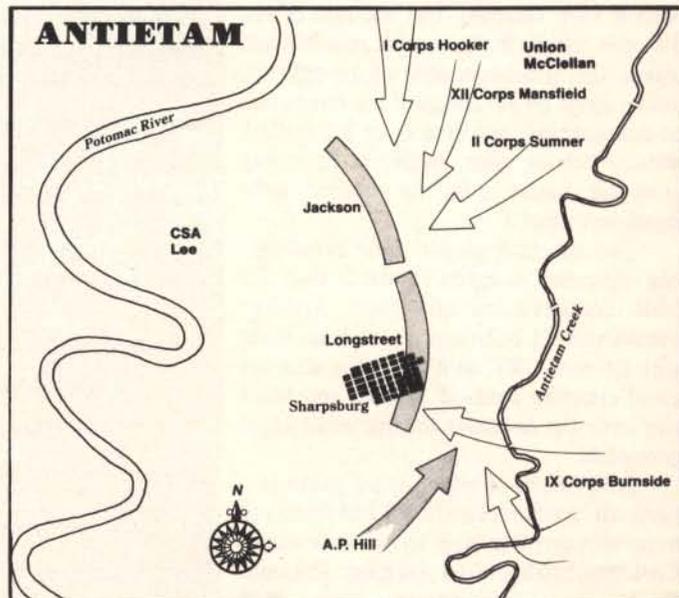
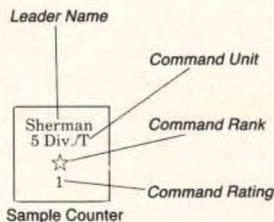
Little Mac. To account for Gen. George B. McClellan's indecisiveness in the battle of Antietam, the Union player is saddled with an artificial movement restriction: no more than 15 Union units can move on the first turn, and only 10 units are allowed to move on subsequent turns. This unrealistic restriction limits one of the better games in the quad.

Before starting the game, players should place one unit from each of the following Union corps in the game in a small cup or other container: II Corps, V Corps, VI Corps, IX Corps, XII Corps, and Pleasonton's Cavalry Division. Sixteen blank gray counters from the counter mix should be added to the cup and all the counters should be mixed thoroughly.

On turn 1, only Hooker's Union I Corps

Optional BLUE & GRAY® Game Counters

	Grant A. Tenn. ☆☆☆ 3	McClrاند 1 Div./T ☆ (1)	W Wallace 2 Div./T ☆ 1	L. Wallace 3 Div./T ☆ (1)	Hurlbut 4 Div./T ☆ 1	Sherman 5 Div./T ☆ 1
SHILOH™ Game	Prentiss 6 Div./T ☆☆ (1)	Buell A. Ohio ☆☆☆ 2	McCook 2 Div./O ☆☆ (1)	Nelson 4 Div./O ☆☆ 1	Crittndn 5 Div./O ☆☆ (1)	
	Johnston A. Miss. ☆☆☆ 3	Polk ☆☆☆ (2)	Bragg ☆☆☆ 3	Hardee ☆☆☆ 2	Breckinr ☆☆☆ 2	
ANTIETAM™ Game	Lee A. N. Va. ☆☆☆ 4	Longstr I Corps ☆☆☆ 3	R Andrsn ☆☆ 2	DR Jones ☆☆ 2	Jackson II Corps ☆☆☆ 3	DH Hill ☆☆ 2
	McClelln A. Ptmc. ☆☆☆ 1	Hooker I Corps ☆☆☆ 4	Sumner II Corps ☆☆☆ 4	Porter V Corps ☆☆☆ 3	Franklin VI Corps ☆☆☆ 3	Burnside IX Corps ☆☆☆ 2
	Meade A. Ptmc. ☆☆☆ (2)	Reynolds I Corps ☆☆☆ 3	Hancock II Corps ☆☆☆ 2	Sickles III Corps ☆☆☆ (2)	Sykes V Corps ☆☆☆ (2)	Sedgwick VI Corps ☆☆☆ 2
CEMETERY HILL™ Game	Howard XI Corps ☆☆ (2)	Slocum XII Corps ☆☆ 2	Lee A. N. Va. ☆☆☆ 4	Longstr I Corps ☆☆☆ 3	Ewell II Corps ☆☆☆ 3	AP Hill III Corps ☆☆☆ 3
CHICKAMAUGA™ Game	Bragg A. Tenn. ☆☆☆ 3	Buckner ☆☆☆ 2	Polk ☆☆☆ 3	Hood ☆☆☆ 3	DH Hill ☆☆☆ 3	Walker ☆☆☆ 2
	Rosecran A. Cmbrrd. ☆☆☆ 2	Thomas XIV Corps ☆☆☆ 3	McCook XX Corps ☆☆☆ 3	Crittndn XXI Corps ☆☆☆ 3	Granger Reserve ☆☆☆ 1	Longstr Left Wing ☆☆☆ 3



ORDERS OF BATTLE

ANTIETAM™ Game

Union Army

McClellan (1909): Army of the Potomac
Hooker (1105): All I Corps units
Sumner (1710): All II Corps units
Porter (1614): All V Corps units
Franklin (4/2112): All VI Corps units
Burnside (1618): All IX Corps units
Mansfield (1305): All XII Corps units
Independent: All artillery and cavalry

Confederate Army

Lee (0416): Army of Northern Virginia
Longstreet (1013): Kershaw, Cobb, Semmes, Barksdale, Walker, Hood, Law
R. Anderson (1416): Wilcox, Mahone, Featherston, Armistead, Pryor, Wright
D.R. Jones (0917): Toombs, Drayton, Pickett, Kemper, Jenkins, G.T. Anderson
Jackson (0912): Evans, Lawton, Early, Trimble, Hays, J.R. Jones, Winder, Starke, Taliaferro
D.H. Hill (1012): Rodes, Garland, G.B. Anderson, Colquitt, Ripley
Independent: A.P. Hill, all artillery and cavalry

CEMETERY HILL™ Game

Union Army

Meade (2/1127): Army of the Potomac
Reynolds (0610): All I Corps units
Hancock (3/1127): All II Corps units
Sickles (2/0127): All III Corps units
Sykes (4/2112): All V Corps units
Sedgwick (6/2120): All VI Corps units
Howard (1707): All XI Corps units
Slocum (1414): All XII Corps units
Independent: All artillery and cavalry (Only Reynolds, Hancock, Sedgwick, and Slocum allow a combat bonus when stacked with attacking Union troops.)

Confederate Army

Lee (2/0104): Army of Northern Virginia
Longstreet (2/0104): McLaws, Pickett, Hood
Ewell (1304): Early, Johnson, Rodes
A.P. Hill (0506): Anderson, Pender, Heth
Independent: All artillery and cavalry

CHICKAMAUGA™ Game

Union Army

Rosecrans (2/0728): Army of the Cumberland
Thomas (1317): All XIV Corps units, Wilder

A. McCook (5/0728): All XX Corps units
Crittendon (1127): All XXI Corps units
Granger (0402): All Reserve units
Independent: Supply train, all artillery and cavalry

Confederate Army

Bragg (2/1928): Army of Tennessee
Longstreet (9/2517): Left Wing (Buckner's and Hood's Corps)
Buckner (1626): Gracie, Trigg, Kelly, Brown, Bates, Clayton
Polk (2/1627): Anderson (6), Deas, Manigault, Jackson, Maney, Smith, Wright, Strahl
Hood (1921): Law, Robertson, Benning, Anderson (4), Kershaw, Humphreys, Gregg, McNair
D.H. Hill (2/1928): Helm, Adams, Stovall, Wood, Polk, Deshler, Fulton
Walker (2218): Gist, Ector, Wilson, Liddell, Walthall
Independent: All artillery and cavalry

SHILOH™ Game

Union Army

Grant (5/1508): Army of the Tennessee
McClelland (0812): 1/1, 2/1, 3/1
W. Wallace (1112): 1/2, 2/2, 3/2
L. Wallace (6/0901): 1/3, 2/3, 3/3
Hurlbut (1113): 1/4, 2/4, 3/4
Sherman (0612): 1/5, 2/5, 3/5, 4/5, 6/5
Prentiss (0813): 1/6, 2/6
Buell (5/1508): Army of the Ohio
McCook (9/1905): 4/2, 5/2, 6/2
Nelson (6/1905): 10/4, 19/4, 22/4
Crittendon (6/1905): 11/5, 14/5
Independent: Army, 6, all artillery and cavalry (Only Grant, W. Wallace, Hurlbut, Sherman, Buell, and Nelson allow a combat bonus when stacked with attacking Union troops.)

Confederate Army

Johnston (0416): Army of the Mississippi
Polk (0216): Stewart, Russell, Johnson, Stephens
Bragg (0517): Gibson, Anderson, Pond, Jackson, Gladden, Chalmers
Hardee (0415): Cleburne, Wood, Hindman
Breckinridge (0218): Bowen, Trabue, Statham
Independent: All artillery and cavalry



is committed to the fight: all I Corps units can move and fight normally. All other corps remain uncommitted and cannot move. All Union units defend normally and must counterattack if a Confederate unit is in their zone of control at the beginning of a turn. The Union artillery can bombard normally, but never moves.

At the beginning of every Union turn, including the first turn, the Union player draws one counter at random from the cup. If the counter drawn is a blank, McClellan has not ordered any fresh corps into the fight, and the blank is set aside. If the counter drawn is a Union unit, McClellan has ordered that unit's corps into the fight, and the Union counter is placed back in its set-up hex. That Union corps can begin moving and fighting per normal rules.

Franklin's Union VI Corps enters the map on game turn 4, even if the corps has been committed to battle before then. If the VI Corps counter is pulled from the counter cup before turn 4, the counter is placed off the map with the rest of VI Corps. Franklin's VI Corps is then considered committed from the moment it enters play. If VI Corps is not committed by turn 4, the corps units can move onto the map on turn 4 using their full movement allowance, but then must stand in place until committed.

Orders of Battle. The accompanying chart lists the orders of battle for each of the four quad games. Following each leader's name is his set-up hex or turn of entry/hex of entry, and a list of units under his command. The command numbers of some leaders are in parentheses; these leaders do not earn a combat bonus when stacked with troops.

When used in combination with the regular game rules, these optional rules change the flow of the games without seriously disturbing their balance. The addition of the 3:2 odds column in the combat results table makes the attacker's fight more difficult, yet he gains an advantage if his forces can be concentrated into attacks of 2:1 and 3:1 odds. At those odds, sufficient defending units will shatter to let the attacker make significant gains.

The attacking player must avoid getting entangled in fights of worse than 3:2 odds, and even 3:2 isn't good. Artillery bombardment becomes more important with the new CRT, as it helps the attacker avoid crippling soak-off attacks and helps him force the defender to counterattack at poor odds.

Regardless of which quad game is a personal favorite, players will find these options an enjoyable way to simulate major Civil War battles in an evening. Present! Fire! ■ ■