

# BLUE & GRAY QuadriGame

Four complete Civil War Games in one package!

Uses the Highly Regarded *Borodino-NAW* System • Separate 11" x 17" Maps and Counter Sheets

The *Blue & Gray QuadriGame* consists of four games, completely new and individual, and sold both separately and as a complete set. The battles depicted are among the most important of the American Civil War: Antietam, Cemetery Hill (the Battle of Gettysburg), Chickamauga and Shiloh. The game mechanics used in this series are based on the well-received *Borodino-NAW* system, although many modifications were made to account for the changes in warfare since the time of Napoleon (such as the increased range of artillery). The game scale is 400 meters per hex and each Game-Turn represents between 75 and 120 minutes of elapsed time. Units range in size from regiments through divisions, with each Strength Point representing between

250 and 350 men or an equivalent amount of artillery. Movement is sequential and single-phased. Zones of Control are rigid and combat is mandatory between adjacent opposing units. Stacking is limited to two units per hex. The Combat Results Table is relatively uncertain, with odds of 3-to-1, or better, necessary to insure at least a "Defender Retreat" result. One unusual feature is that only one attacking unit may advance after combat, often leaving this advancing unit exposed to the devastating counterattacks so much a characteristic of combat during the Civil War. Terrain is a significant factor, with everything from rolling farmland to untracked wilderness being represented. Battles will often see-saw back and forth

for control of a particularly important position. Rules for night Game-Turns are also provided.

The rules to all the *Blue & Gray* games are interchangeable. The Standard Rules folder and the optional rules it contains are common to all four titles in the Quadri-Game. However, each game also has its own Exclusive Rules folder, which includes special rules, historical set-up, Player's and Designer's Notes, etc.

Optional rules are provided for a unique "Attack Effectiveness" system, whereby units which have suffered unfavorable combat results are no longer able to attack and can be forced to retreat without combat.

## Shiloh Battle for Tennessee 6-7 April, 1862

*Shiloh* is a simulation of the famous battle that took place 6-7 April, 1862 at Pittsburg Landing, Tennessee. It was here that the Confederate Army of the Mississippi engaged and nearly defeated the Union Armies of Tennessee and Ohio and almost recaptured Tennessee for the South. The game's counters include the units from

all three armies that were involved in the battle (complete with historical designations) as well as the Union gunboats "Lexington" and "Tyler" that took part in the battle. The game recreates the two days of battle in turns that represent two hours of real time. The map depicts the very small area of

extremely congested wilderness surrounding Pittsburg Landing on the Tennessee River. The Confederates have the initiative, but the game soon degenerates into a slugging match fought for possession of the all-important landing, the pivotal point of the Union Armies' Lines of Communication.

## Antietam The Bloodiest Day 17 September, 1862

*Antietam* is a simulation of the bloodiest one-day battle ever fought on North American soil, where over 25,000 men were killed or wounded in a single afternoon. The game begins with the Confederate Army in defensive positions behind Antietam Creek in Maryland. Heavily outnumbered and trapped against the Potomac River by

McClellan's Union Army, they must fight a desperate battle for survival, utilizing the advantages of terrain and interior lines, while waiting for the arrival of last-minute reinforcements from Harper's Ferry.

Exclusive Rules include Union rifled artillery (20 lb. Parrot guns, virtual siege artillery

capable of firing great distances), and a Union movement restriction which recreates the indecision of the Northern High Command. Rules modifications also allow for the introduction of additional reinforcements, greater Union initiative, the rallying of Ineffective units on a Game-Turn by Game-Turn basis, and others.

## Cemetery Hill The Battle of Gettysburg 1-3 July, 1863

South of the town of Gettysburg, the land rises gently to an unpretentious rounded knoll characteristic of the rolling Pennsylvania terrain. Generations had found their final resting place in the simple cemetery maintained on this hill. In 1863, the Union Army found a new and more sinister use for this position. The hill was an ideal location for batteries to cover the retreat of the

Union 1st and XIth Corps, which had been shattered on July 1st and were retreating through Gettysburg on the evening of the first day of the most decisive battle of the American Civil War. For the next two days the positions on Cemetery Hill were the lynch pin of the Army of the Potomac's battlelines.

*Cemetery Hill* recreates the events of July

1st through July 3rd. The game simulates all three days of action with provision for continued battle on the 4th. Most Union units are division sized, with the Confederates grouped in "demi-divisions." Exclusive game features are the arrival of extensive reinforcements throughout the battle and rules covering the exiting of cavalry units off the map for Victory Point purposes.

## Chickamauga The Last Victory 20 September, 1863

"The Great Battle of the West" was one of the few instances in which the South outnumbered the North. It was also the last major battle the South clearly won. Coming after the twin disasters of Gettysburg and Vicksburg it preserved the vital heartland of the South for another year. The actual fighting was a soldiers' battle fought amidst the dense wood thickets and

broken terrain between Missionary Ridge and West Chickamauga Creek. Both Bragg and Rosecrans did more to lose their respective battles than they did to help win. The Players will often find themselves in similar situations, with no obvious "correct" solution to the game. Elegant tactical combinations will break down in the difficult terrain on the map.

Generally, the Victory Conditions favor a historical resolution of the game. That is, a Union holding action and fighting retreat.

This is a clean game in that there is only one special rule, concerning the withdrawal of the Union supply train. It is a "beer-and-pretzels" game, balanced for fast play and fair competition.

**The *Blue & Gray QuadriGame* is sold boxed for \$12.  
Each battle is also sold individually as a Folio Game (unboxed) for \$4.  
Both versions will be available for shipment 30 April 1975**