

BLUE & GRAY

STANDARD RULES

for the games

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[1.0] INTRODUCTION

The Blue & Gray Game System is an operational simulation of warfare during the American Civil War era. Each game in the system represents one of the great battles in the period. The Playing Pieces represent the actual units which participated in the battles, and the Map represents the terrain over which those units fought.

Two rules folders are provided. The first contains **Standard Rules**, which are common to all the games in the Blue & Gray system. The second

folder contains **Exclusive Rules** for the game you have purchased, and Initial Deployment and Reinforcement Rules for this game only.

This game has been designed to insure maximum playability and maximum reality (in that order). In order to achieve these goals, the physical components, as well as the game rules, have been designed to make the game easier to understand and play. The components include a smaller, more compact playing map, never more than a hundred playing pieces, and standardized rules.

The standardization makes it easier for the gamer to go from one game to another within the series. It also enables the games' designers to concentrate on the realism aspect of the games. (The standardization generally takes care of any playability problems.)

[2.0] GAME EQUIPMENT

[2.1] THE GAME MAP

The 22" x 17" mapsheet portrays the area in which the battle was fought. It includes all the significant terrain in the battle. It also displays a variety of Charts and Tables which assist play.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and positioning of the playing pieces.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

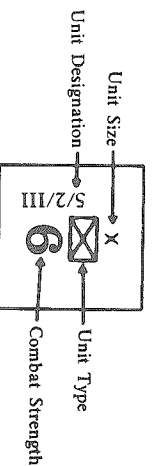
[2.2] GAME CHARTS AND TABLES

Various visual aids are provided for the players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Combat Results Table, the Reinforcement Chart and the Deployment Chart.

[2.3] THE PLAYING PIECES

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[2.4] HOW TO READ THE UNITS



Unit Designations

Confederate units are identified by their commander's name. Union units are identified by numerals in this sequence: brigade/division/corps (roman

numeral). Example: "2/3/IV" is the 2nd Brigade of the 3rd Division, 4th Corps.

Unit Types
☒ Infantry
☒ Cavalry
 Artillery

Unit Sizes
 III = Regiment
 X = Brigade
 XXX = Corps

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Strength Points.

Movement Allowance is the maximum number of clear terrain hexes which a unit may be moved in a single Movement Point; the Movement Allowance for all units is six Movement Points. More than one Movement Point may be expended for each hex entered.

[2.5] GAME SCALE

Each hexagon on the map represents 400 meters of real terrain from side to side. Each Strength Point represents between 250 and 350 men.

[2.6] PARTS INVENTORY

Folio Game: **QuadriGame:**

Game Map	1	4
Die-Cut Counter Sheet	1	4
Standard Rules Folder	1	2 identical
Exclusive Rules Folder	1	4 different
Die (or Randomizer)	1	1
Game Box	0	1
Folio (Folder)	1	0

If any of these parts are damaged or missing, write Customer Service Simulations Publications, Inc. 44 East 23rd Street New York, N.Y. 10010

Questions regarding the rules of the game, if accompanied by a stamped, self-addressed envelope, will be answered. Send to Game Questions Editor at the above address.

[3.0] SETTING UP THE GAME

The cardboard Playing Pieces should be punched out of the Unit Counter Sheet. The blue colored pieces represent Union forces; the gray colored pieces represent Confederate forces. The mapsheet should be unfolded and then backfolded against the creases to make it lie flat. Players should determine who will be the Confederate Player and who will be the Union Player.

The Players then consult their respective Initial Deployment Charts. These charts tell the hex number, strength and Designation of each unit which is in play (on the map) during the first Game-Turn. Players should simultaneously place each of these units in its proper position on the map. All remaining units should be placed aside and brought into play according to the Reinforcement Chart. In setting up units, Players may disregard historical designations, so long as the unit type and strength are correct.

Once the units are set up, Players are ready to commence Game-Turn One; place the Game-Turn Marker in the first position on the Game-Turn Track.

In order to determine which Player is the first Player and which the Second Player, consult the Exclusive Rules folder. There Players will also find rules for bringing in the reinforcement units which are given on the Reinforcement Chart. Play proceeds according to the Sequence of Play through the final Game-Turn.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game-Turns composed of alternate Player-Turns. During each Player-Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game-Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] SEQUENCE OUTLINE

The Game-Turn is divided into a First Player-Turn and a Second Player-Turn. The Player whose Player-Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below:

1. FIRST PLAYER-TURN

A. Movement Phase: The Phasing Player may move all, some or none or his units as he desires within the limits and restrictions of the rules of Movement and Zones of Control, and the Exclusive Rules of the game. The Phasing Player may bring reinforcement units onto the map as allowed by his Reinforcement schedule and the Reinforcement rules. The non-Phasing Player's units may not move.

B. Combat Phase: The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase neither Player may move his units except when forced to, as a result of the Combat Resolution procedure.

2. SECOND PLAYER-TURN

The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner described above.

3. GAME-TURN RECORD INTERPHASE

The Game-Turn marker should be advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn and signal the start of another.

[5.0] MOVEMENT

GENERAL RULE:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE:

Units are moved one at a time tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its Movement Allowance. The Movement Allowance of all units is six Movement Points. Thus, a unit can move through six clear terrain hexes in a single Movement Phase.

[5.1] PROHIBITIONS

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or retreat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Player's Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] A unit may never enter a hex containing an enemy unit.

[5.13] A unit may never exit an Enemy controlled hex during any Movement Phase. An Enemy controlled hex may be left only during a retreat or advance as a result of combat (see 7.7).

[5.14] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat,

and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.15] The number of Movement Points expended by a unit during a single Movement Phase may not exceed the Movement allowance. A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.16] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.17] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] EFFECTS OF TERRAIN

[5.21] A unit must expend one Movement Point to enter a clear terrain hex. To enter other types of terrain, a unit must often expend up to six Movement Points. And some hexes are prohibited to movement entirely. See 9.0, Terrain Effects Chart.

[5.22] A unit which moves from one road hex directly into an adjacent road hex through a road hexside expends only one Movement Point, regardless of other terrain in the hex.

[5.23] A unit which moves from one trail hex directly into an adjacent trail hex through a trail hexside expends two Movement Points if the hex being entered contains forest and/or rough terrain. If the hex being entered contains clear terrain, the unit expends one Movement Point.

[5.24] Units may never enter river hexes. They may cross rivers only by moving through river ferry hexes. Units may never end their movement in a river ferry hex. They may enter a river ferry hex only if they retain sufficient Movement points to enter the river ferry hex and the hex on the opposite bank in the same Movement Phase, and may only enter and exit through the hexsides to which the arrow indicators point.

[5.25] Units may never cross creek hexsides. They may cross creeks only by moving through bridge or ford hexsides. There is no **additional** cost for moving through a bridge hexside. Movement through a ford hexside costs one **additional** Movement Point. Example: if a unit moves through a ford hexside into a forest hex, the cost is four Movement Points.

[5.3] EFFECTS OF FRIENDLY UNITS

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] A Friendly unit may end any Phase stacked in the same hex with one other Friendly unit. That is, a maximum of two units (regardless of strength or unit type) may be stacked in a single hex.

[5.33] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.34] Friendly controlled hexes never inhibit the movement of Friendly units.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes and inhibit the

movement of Enemy units: All units must cease movement when they enter an Enemy controlled hex.

[6.1] All units exert a Zone of Control throughout the Game-Turn, regardless of the Phase or Player-Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[6.2] Units do not pay any additional Movement Points to enter an Enemy controlled hex, as in some other SPI games.

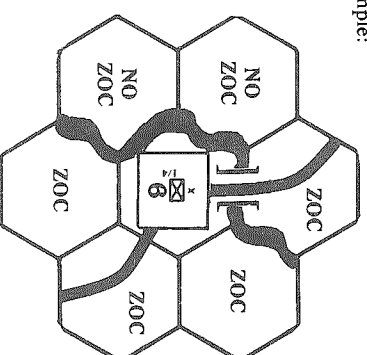
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[6.4] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[6.5] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones co-exist, and that hex is mutually controlled by both Players. There is no **additional** effect from having more than one unit exerting Zones of Control onto a single hex.

[6.6] Zones of Control always extend into all six hexes adjacent to the controlling unit's hex, with this exception: Zones of Control never extend through non-bridge and non-ford creek hexsides or into River Ferry hexes.

Example:



[7.0] COMBAT

GENERAL RULE:

Combat between adjacent opposing units is mandatory. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE:

The Attacker totals the Combat Strengths of all the units attacking a given hex and compares the total to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: if thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.6), which is cross-indexed with the column representing the combat odds. The intersection of line and column yields a

combat result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the Attacker wishes, so long as all combats are resolved during that Combat Phase.

[7.1] WHICH UNITS ATTACK

[7.11] All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. He may resolve these attacks in any fashion desired, as long as all adjacent units are attacked, within the requirements of 7.2.

[7.12] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit, as long as all adjacent Friendly units participate in an attack.

[7.13] An Enemy-occupied hex may be attacked by as many units as can be brought to bear in six adjacent hexes, and by as many artillery units as are within range (see 8.0).

[7.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.15] Units may only attack when adjacent to the defending unit (exception: see 8.0).

[7.2] MULTIPLE UNIT AND MULTIHEX COMBAT

[7.21] All units defending in a given hex must be attacked as a single strength. The defender may not withhold a unit in a hex under attack. The attacker must attack all the units in a stack together; the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not be attacked separately.

[7.22] If more than one attacking unit is in a given hex, these units must be used as an integral Combat Strength. They may not be used in separate attacks.

[7.23] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.24] Units in two or more different hexes may combine their Combat Strengths and attack a single hex, if all the attacking units are adjacent to (or are within range of) the Enemy occupied hex.

[7.25] Attacks may involve any number of attacking or defending units on different hexes. For the attacks to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units, with the addition of bombarding artillery units, which need not be adjacent.

[7.3] COMBAT STRENGTH UNITY

A given unit's Combat Strength is always unitary; it may not be divided among different combats either in attacking or defending.

[7.4] EFFECTS OF TERRAIN

Units defending in certain types of terrain may have their Combat Strength increased. This increase is always a multiple of the original Combat Strength. Example: a unit with a Combat Strength of "5" would defend, on a Rough Terrain hex, at an effective Strength of "10". See the Terrain Effects Chart (9.0) for a complete summary.

[7.5] DIVERSIONARY ATTACKS

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allotting most of the

attacking force to the major objective). These attacks are known as "Diversionary" or "Holding Attacks".

[7.6] EXPLANATION OF COMBAT RESULTS (See Exclusive Rules Folder)

Ae = Attacker Eliminated. All Attacking units are eliminated (remove from the map).
De = Defender Eliminated. All Defending units are eliminated.

Ex = Exchange. All Defending units are eliminated. The Attacking Player must eliminate Attacking units whose total, printed (face value) Combat Strength at least equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.

Ar = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).

Dr = Defender Retreats. All Defending units must retreat one hex.

[7.7] RETREATING AND ADVANCING AS A RESULT OF COMBAT

[7.71] When the Combat Result requires that a Player's units be retreated, the Owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled hex. The Owning Player may decide the direction that each of his retreating units moves. Two units in the same hex may retreat in two different directions.

[7.72] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an Enemy controlled hex. If no hex is open to retreat into, the unit is eliminated.

[7.73] A retreating unit may enter a vacant hex (within the restrictions of 7.72) or it may stack with some other Friendly unit (within the Stacking restrictions) so long as the unit it stacks with is not in an Enemy controlled hex. If there is no other alternative, it may displace an adjacent Friendly unit (see 7.8).

[7.74] If a unit is retreated into a Friendly hex which is subsequently attacked by Artillery bombardment, the already retreated unit does not contribute its Combat Strength to the defense (see 7.14), but it does suffer the result of the attack.

[7.75] Whenever a hex is vacated as a result of Combat, one victorious unit which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution. A unit is never forced to advance. A unit may never advance more than one hex as a result of combat. After advancing, units may neither attack nor be attacked that Phase (see 7.14), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[7.76] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.8] DISPLACEMENT

[7.81] If the only one hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions (5.31), then one of the units in the hex must be displaced. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) and its position is taken by the retreating unit. The displaced unit itself may not be forced into Enemy controlled hexes or other prohibited hexes. One retreating unit displaces only one unit in a stack; two retreating units displace two.

[7.82] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them. A unit may be displaced more than once per Combat Phase, if that is the only alternative. Displaced Artillery units which have not yet engaged in combat, may not fire during that Combat Phase. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.9] VOLUNTARY REDUCTION OF COMBAT ODDS

Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack. He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll. Example: Attack is computed to be a "5-1" attack. Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[8.0] ARTILLERY



GENERAL RULE:

Unlike infantry and cavalry units, Artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two or three hexes distance. Artillery units must participate in combat when adjacent to opposing units. In other words, artillery may participate in two types of attack, depending on their distance from the defending unit (adjacent or not). Unlike other units, Artillery units are never destroyed or forced to retreat when bombarding a unit, although they are affected by all combat results when they are adjacent to the unit they are attacking.

PROCEDURE:

Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding Artillery units (i.e., units firing from a non-adjacent hex) are not affected by combat results. Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding Artillery units from an adjacent position (including adjacent Artillery units) would be affected by combat results, and they would suffer the effects of an "Exchange" result.

[8.1] BOMBARDMENT ATTACKS

[8.11] Artillery units may attack non-adjacent Enemy units, up to three hexes distant, but they are never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding Artillery unit to the target hex is counted by including the target hex, but not the bombarding unit's hex.

[8.13] Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry (see 8.2).

[8.14] If two Artillery units in the same hex are bombarding, they must both bombard the same hex.

[8.15] Artillery attacking from a non-adjacent hex (that is, bombarding) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks.

[8.16] Bombarding Artillery may voluntarily elect to suffer "Attacker Retreat" if it is the Combat Result.

[8.2] COMBINED ATTACKS

[8.21] Artillery units may attack alone, in concert with other bombarding Artillery units, or in concert with any Friendly units which are adjacent to Enemy units within range, adding their bombarding Combat Strength to the attack.

[8.22] If, in a combined attack, Friendly units are attacking Enemy units in more than one hex, the Artillery units need only be within range of one of the defending hexes to add their Combat Strength to the attack.

[8.23] When making a combined attack with bombarding Artillery units, Infantry and cavalry units always suffer all Combat Results, though bombarding Artillery units do not.

[8.3] LINE OF SIGHT

[8.31] To determine if an Artillery unit may bombard a given hex, lay a straight-edge from the hex of the bombarding Artillery unit to the target hex. This straight line is the Line of Sight. If any of the hexes intervening between the bombarding hex and the target hex is blocking terrain, the target hex may not be bombarded by that Artillery unit.

[8.32] If the Line of Sight is congruent to a hexside (that is, falling exactly between two hexes) it is blocked only if **both** hexes adjacent to that hexside are blocking terrain.

[8.33] Hexes containing Forest (with or without Rough) and Town terrain are the only blocking hexes. Rough terrain by itself does not block.

[8.34] The terrain in the target hex and in the hex of the bombarding Artillery does not block the Line of Sight.

[8.35] Artillery units may fire over other units, Enemy and/or Friendly.

[8.4] ADJACENT ATTACKS

[8.41] When in the controlled hex of an Enemy unit, Artillery units **must** participate in an attack against adjacent Enemy unit(s). When an Artillery unit is in an Enemy controlled hex, it is treated like an Infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, Artillery units may attack as many units as they are adjacent to, but may not attack non-adjacent units.

[8.43] Artillery units attacking from a controlled hex must suffer all the Combat Results of their attacks.

[8.44] Terrain does not prohibit artillery attacks into adjacent hexes.

[8.45] An Artillery unit may make a bombardment attack when across a creek hexside from the only adjacent Enemy unit. Any Enemy unit within range could be bombarded, even the adjacent unit across the Stream hexside.

[8.5] DEFENSE

[8.51] Artillery units may never add their Combat Strength to another unit's Defensive value by bombardment. They may only bombard during their own Combat Phase.

[8.52] When Artillery units are themselves attacked, they suffer all Combat Results in the same manner as other units, even when bombarded by Enemy Artillery units.

[9.0] TERRAIN

EFFECTS CHART

(See Exclusive Rules Folder)

[10.0] NIGHT GAME-TURNS

GENERAL RULE:

The timed Game-Turns on the Turn Record Track are night Game-Turns, and have a different Sequence of Play than day Game-Turns, in which the Combat Phase is omitted.

[10.1] EFFECT ON COMBAT

There is no Combat Phase during a Night Game-Turn, and no combat is allowed. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night Game-Turns.

[10.2] EFFECT ON MOVEMENT

Movement restrictions during Night Game-Turns are identical to Day Game-Turn. Movement restrictions, with one addition. Units may not **enter** Enemy controlled hexes during a Night Game-Turn, nor may units already in Enemy controlled hexes exit them.

[11.0] OPTIONAL RULE: ATTACK

EFFECTIVENESS

GENERAL RULE:

Whenever a unit receives an Attacker Retreat (Ar) result due to combat, its unit marker is inverted (turned face-down), and it becomes ineffective. It remains ineffective until a Night Game-Turn or, if no Night Game-Turn ensues, until the end of the game. When units are face-down on the map, such units have lost Attack Effectiveness and may only defend.

PROCEDURE:

The backs of the die-cut counters are, of course, blank. Players may wish to pencil in lightly the strength of their units. This will obviate having to look under an Ineffective unit when it is attacked.

[11.1] HOW EFFECTIVENESS IS LOST

Attack Effectiveness is lost by attacking units only, when they suffer a Combat Result of Attacker Retreat. Units only lose Attack Effectiveness when they attack from an Enemy controlled hex. They lose it regardless of whether they moved into the adjacent position, or the Enemy did.

[11.2] RESULTS OF LOSS

Ineffective units may not attack, nor may they enter an Enemy controlled hex, until they have recovered their Attack Effectiveness. They may continue to move and defend in a normal manner, and retain a Zone of Control.

[11.3] ENEMY ZONES OF CONTROL

[11.31] If, at the beginning of any Friendly Combat Phase, a Friendly Ineffective unit is in an Enemy controlled hex, either all the Enemy units must be retreated in combat so that no Enemy Zone of Control is in the Ineffective unit's hex, or the Friendly Ineffective unit must retreat according to the rules of Retreat After Combat (see 7.7). This does not allow an Optional Advance by an opposing unit.

[11.32] An ineffective unit which does not begin the Combat Phase in an Enemy controlled hex is not required to retreat as outlined in 11.31, even if (due to advance of Enemy units after combat) the unit is in an Enemy controlled hex at the end of the Combat Phase.

[11.4] RECOVERY OF

ATTACK EFFECTIVENESS

The loss of Attack Effectiveness continues for a given unit until the end of any Night Game-Turn. At the end of any Night Game-Turn, all units are immediately flipped face-up and resume, in the following Game-Turn, a full Attack Effectiveness.

[12.0] DESIGNER'S NOTES

In designing the Blue & Gray game series, we started with the premise that the Civil War battles were similar in scale and intensity to the Napoleonic battles of 50 years before and that we could thus lift intact most of the design structure from the already existing *Napoleon at Waterloo* generation of games. We felt that the *Napoleon at Waterloo* game system as it stood combined the elements of playability and realism we were seeking in this game series. Thus, the scale of the Napoleonic games (400 meters per hex, 1-2 hours per Game-Turn) and certain salient play features, such as rigid Zones of Control, retreat and advance after combat, and sequential Player-Turns, were retained in the present games.

Yet the Civil War games could not be an exact copy of the Napoleonic designs. The Civil War battles did differ from Napoleonic battles in several important respects. First, and foremost, they were not decisive battles in the sense that Waterloo was.

The fact that a decisive battle of the Waterloo ilk did not happen was a tactical consequence of the general usage of the muzzle-loading, percussion-capped rifle, which had been invented and refined in the decades prior to the war. This weapon was much more effective than the Napoleonic flintlock musket; extending the firepower of the infantry in range and reliability. The first consequence was that cavalry or, rather, the traditional massed cavalry charge, was reduced to a battlefield relic. Whereas before a cavalry charge could usually break a deployed infantry line, now anything except the most tenuous skirmish line was proof against cavalry. This meant that infantry could deploy in lines and mixed columns and lines, ignoring the presence of cavalry as a mounted threat. The second consequence of the rifle was to reduce the effectiveness of artillery as an offensive weapon. Napoleon had used artillery aggressively, massing it just beyond musket range of the enemy's infantry and using canister to literally blow holes in enemy positions which could then be exploited by cavalry and reserves.

We incorporated one major innovation in the combat mechanics. That is Attack Effectiveness, which is presented as an optional rule. It was originally an organic part of the game, but was appended in the pursuit of simplicity. Players who use it will find that they have to deal with a new and very realistic element in their battle management: That of proper and timely employment of reserves. In the regular games, a Player can afford to commit his forces to broad frontal assaults, putting pressure all along the line in hopes that he will get lucky with a series of 1-1 and 2-1 attacks, which could yield him a geographical advantage to exploit. Attack Effectiveness reduces the utility of this tactic. A Player who fails to keep an uncommitted fresh reserve available will find himself, toward the end of a day of battle, with most of his army intact, but unable to attack and at the mercy of an opponent who has fresh troops.

At the same time, we changed the bombardment rules so that a Player could no longer use bombardment to allow his artillery to escape the consequences of being adjacent to an enemy unit.

We considered, for a while, switching artillery from bombarding on attack to bombarding in defensive support (adding its strength to some friendly defending unit) but decided not to, since we felt the defending player should rely not on the passive defense strength of his units, but on well conducted counterattacks to preserve a given line or position (for which bombarding artillery is invaluable).

BLUE & GRAY II

Chattanooga

Gateway to Victory, Nov. 24-25, 1863

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[13.0] INTRODUCTION

Chattanooga is a tactical level simulation of the battle between General Ulysses Grant, commanding the Armies of the Cumberland and of the Tennessee, and General Braxton Bragg, commanding the Army of Tennessee

[14.0] INITIAL DEPLOYMENT CHART

On the Initial Deployment and Reinforcement Chart, an "a" following the unit's Strength means that the unit is artillery; a "c" means cavalry; all other unspecified units are infantry.

[14.1] UNION ARMY

Hex	Strength	-Type	Designation
1704	5	1/2/XV	
1604	5	2/2/XV	
1705	4	1/2/XVII	
1605	4	2/2/XVII	
1506	4	3/2/XVII	
1606	5	1/4/XV	
1507	5	2/4/XV	
1304	1a	Sherman	
1204	6	1/2/XIV	
0907	6c	2	
0807	4c	3	
1712	3	1/3/XI	

[14.2] CONFEDERATE ARMY

Hex	Strength	-Type	Designation
2004	3	Liddell	
2305	5	Polk	
2305	4	Wright	
2106	5	Smith	
2207	2a	Calvert	
2109	5	Lowrey	
2209	1a	Martin	
2110	5	Wilson	
2210	5	Gist	
2311	4	Vaughan	
2312	4	Andrsn (Anderson)	
2412	1a	Hindman	
2313	5	Deas	
2413	3	Adams	
2314	3	Minigalt (Manigault)	
2315	3	Lewis	
2415	1a	Slocumb	
2316	4	Bates	

2317	1a	Cobb
2317	3	Finley
2318	5	Quarles
2418	2a	Reserve
2321	2a	Smith
2219	4	Reynold
2121	3	Strahl
2021	5	Stovall
2023	2a	Sanford
1822	4	Cumming
1723	5	Jackson
1523	4	Brown
1323	3	Maney
1222	5	Moore
1124	5	Pettus
1025	1a	Corput
0926	4	Clayton
0724	3	Withll (Walthall)

[14.3] PLAYER SEQUENCE

[14.31] The Union Player is the First Player. His Player-Turn is the first in every Game-Turn.

[14.32] The game consists of ten Game-Turns. Game-Turn Five is a Night Game-Turn.

[15.0] REINFORCEMENTS

GENERAL RULE:

The Union Player receives reinforcements according to the Reinforcement Chart. These units must arrive during the Union Player's Movement Phase of Game-Turn Two and are placed on the edge of the map in one of the specified hexes.

[15.1] RESTRICTIONS

[15.11] The Union Player may bring his reinforcement units onto the map at any time during his Movement Phase of Game-Turn Two.

[15.12] Reinforcing units may not enter an entry hex which is also an Enemy controlled hex. If the reinforcing units are not able to enter the map on Game-Turn Two, they are considered eliminated and count as Union units eliminated for Victory Conditions.

[15.13] Each reinforcing unit must expend the necessary Movement Point cost for the terrain to enter the entry hex.

[15.14] Once a unit has entered the map, it may move and attack freely, just as any other unit already present.

[15.15] Units may not exceed the stacking restrictions when entering the map.

[15.2] REINFORCEMENT CHART

[15.21] Union Army [only]

Strength	-Type	Designation
Appearing on Game-Turn Two on hex 0427, 0528, 0627 and/or 0728:		
4	1/2/XII	
4	2/2/XII	
4	3/2/XII	

[16.0] UNION ARTILLERY

GENERAL RULE:

For the months of October and November, 1863, the Confederate Army decided to starve the Union Army at Chattanooga into submission by cutting off the Union supply sources. During the two month siege the Union Army used their horses as a source of food rather than as a means of drawing

artillery. Not until a portion of Sherman's cavalry were impressed for artillery duty could the Union move their guns any appreciable distances.

[16.1] RESTRICTIONS

[16.11] No Union artillery units (except the 1a "Sherman") may be moved. If forced to retreat due to combat, these artillery units are eliminated instead. These artillery units may not advance after combat in any attack.

[16.12] Union artillery functions in the same fashion as other artillery units in every other way.

[16.13] The Union 1a "Sherman" may move normally.

[17.0] MOVEMENT RESTRICTIONS

[17.1] UNION MOVEMENT QUOTA

[17.11] During any one Movement Phase, the Union Player may move no more than eleven units. There are no limitations as to the number of Union units which may attack.

[17.12] Union reinforcements arriving on Game-Turn Two do not count toward the movement restriction until Game-Turn Five. Thereafter, they behave as any other Union unit, i.e., they may either be moved as part of the movement quota or left stationary.

[17.13] Union units which advance or retreat as a result of combat do not count as part of the movement quota.

[17.14] The Union Player may move an additional seven units during any Movement Phase in which he controls hex 1025. If the Union Player subsequently loses control of hex 1025, he may not move the additional units.

[17.15] "Control" is defined as having a unit in the hex or being the last to have a unit move through the hex.

[17.16] Confederate units do not have any extraordinary movement or combat limitations.

[17.2] NIGHT GAME-TURNS

No Union units may move during the Night Game-Turns. Confederate units may move during the Night Game-Turns; they may not enter, but may exit Enemy ZOC's during Night.

[18.0] REDOUBT HEXES

[18.11] When the term redoubt is used, it refers to both the Union Entrenchments and the Confederate Rifle Pits. They are considered equal in terms of defensive and movement cost purposes.

[18.12] The "enemy" side of a redoubt hexside is the side which contains the "barbed" redoubt terrain symbol (see the Terrain Key). A defending unit only receives the benefit of the redoubt hexside when attacked exclusively across redoubt hexsides from the "enemy" side (see the Terrain Effects Chart).

[18.13] Zones of Control do extend across redoubt hexsides. Both Confederate and Union units are eligible to gain the defensive bonus for any redoubt hexside.

[19.0] FERRY HEXES

[19.1] RESTRICTIONS

[19.11] Any units may cross through the Ferry Hexes — 1305, 1013, 0814 and 0517. Units may

only enter and leave a Ferry Hex in the direction of the arrows shown on the map. The Movement Point Cost to enter a Ferry Hex is three Movement Points.

[19.12] No unit may end its Movement Phase in a Ferry Hex; hence no unit may attack from a Ferry Hex.

[19.13] Any unit which is forced to retreat into a Ferry Hex is eliminated instead.

[20.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is determined by the accumulation of Victory Points. Points are awarded to each Player according to the Victory Point Schedule for the elimination of Enemy units and/or for the control of certain hexes.

PROCEDURE:

Each Player starts with zero Victory Points. On a blank sheet of paper, each Player keeps track of the Victory Points that he has scored. These Victory Points are awarded for a variety of actions as detailed on the Victory Point Schedule. At the end of the game, the number of Points is totaled for each Player. The Confederate Player subtracts his Point total from the Union Player's Point total to compute a differential. The Players then refer to the Levels of Victory Chart to determine the winning Player.

[20.1] VICTORY POINT SCHEDULE

[20.11] Points Awarded During Play

1. The Confederate Player receives three Victory Points for each Union unit eliminated.

2. The Confederate Player receives four Victory Points for either of the following hexes — 1514 and 1417 — if he ever controls either hex during the game (or eight Victory Points if he ever controlled both hexes). These Points are awarded only at the time of control of the hexes, and are only awarded once during the game (see Case 17.15 for definition of "control").

3. The Union Player receives two Victory Points for each Confederate unit eliminated.

[20.12] Points Awarded at Game's End

1. The Confederate Player receives four Victory Points for each Chattanooga town hex which is in the Zone of Control of one (or more) Confederate infantry units. The presence of a Union unit in a Chattanooga town hex does not negate the Zone of Control for Victory Point purposes.

2. The Union Player receives four Victory Points for each of the following hexes — 2207, 2311, 2416 and 2419 — if he is the last Player to control these hexes (see Case 17.15 for definition of "control").

[20.2] LEVELS OF VICTORY

Stated as a differential; Union Victory Points minus Confederate Victory Points

Union Decisive Victory:

+26 or more.

Union Substantive Victory:

between +16 and +25.

Union Marginal Victory:

between +6 and +15.

Draw:

between -5 and +5.

Confederate Marginal Victory:

between -15 and -6.

Confederate Substantive Victory:

between -25 and -16.

Confederate Decisive Victory:

-26 or less.

[21.0] PLAYERS'S NOTES

[21.1] UNION PLAYER

Though you have more and better units, the Union Movement Restrictions put a severe damper on your plans. Patience and restraint are essential. One look at your position reveals that you are divided into roughly three areas — North of Citico Creek, the Chattanooga area, and the Lookout Mountain area. It is generally conceded that the Union Player has to push out his flanks. By such actions, your flanks will then join with the Chattanooga central area. The breathing space gained will enable you to shift your units from area to area. If your flanks become decimated, the Confederate Player can bottle up the Union central position and make a Union victory very tough. It behooves you to grab Lookout Mountain and to clear it of Confederate units as quickly as possible. Once the Union Player has accomplished this he will find that he can roll the Confederate left flank fairly easily.

On the tactical side, your units are stronger than the Confederate units and you should have no trouble making three to one attacks. However, diversionary attacks are a bit stickier. You lack mobile artillery for diversionary attacks, and hence must use infantry units. More often than not, you may take a beating on your diversionary attacks when an exchange occurs, because you will be losing stronger units than the Confederate Player.

Watch out for the Night Turn. Remember that you can't move then. If ill-prepared, you may find several Union units badly overextended or encircled.

[21.2] CONFEDERATE PLAYER

Undoubtedly you will recognize that the Confederate Player has a tough defensive situation on his hands. Nonetheless, your defense must be handled as aggressively as possible. You have two weapons — mobility and artillery. You are not faced with any movement restrictions. You can and will have to shift large numbers of units to meet Union threats. You should constantly try to pin and to distract as many Union units as possible from the main axis of attack.

Your artillery is a tremendous asset. It enables you to execute many diversionary attacks with impunity. You should protect your artillery. Never throw them into a Union Zone of Control. You also must watch out for exchanges. In this case, you will likely lose more units than the Union Player will. You must hold on to your units; you cannot afford many exchanges.

As far as geography is concerned, you must hold on to Lookout Mountain until the Night Turn. Send reinforcements to this area. Generally on the Night Turn you should withdraw from Lookout Mountain. By then the Union Player will be very close to taking it and usually your center is becoming untenable. You can't hold onto Lookout Mountain forever, so don't try. Just hold onto it as long as possible and then withdraw.

One hidden benefit in trying to hold onto Lookout Mountain is that, more than likely, you will be forced to thin your center position. Believe it or not, such a liability can turn into a nice Union trap. The Union Player may decide to shift his attention and go your center. This plan not only delays his capturing Lookout Mountain (to your benefit), but also means that he will have to extend his center. You may be able to trap and eliminate some of his units. In playtesting, it has been properly executed and the result is that the Union position then crumbles.

On the Northern flank, the bridges on Citico Creek are important. If you can control them, you cut the Union position in two. You can then attack each part separately.

Although you can gain Points for occupying Fort Wood, Fort Negely and/or Chattanooga, ignore these objectives until the last couple of Turns of the game. Only then can you really give any serious thought to occupying these positions.

[22.0] DESIGNER'S NOTES

For a simple game, *Chattanooga* presented several complicated problems. In *Chattanooga*, the Players take on the role of the field commanders, namely Gen. Grant for the Union Player and Gen. Bragg for the Confederate Player. The Players are faced with the same historical conditions and resources that Grant and Bragg had available. Let us examine the historical factors.

There were numerous circumstances when Union units were not moved when ordered, or moved when they were ordered not to. Clearly, there were a number of times that Grant observed that his orders were not carried out.

The simulation is intended to be a grand-tactical level game. The game as it is does follow the general flow of the real battle. In playtesting, it was pleasantly surprising to discover that the Union Players tended to follow Grant's original plan; the Union flanks were used to push back the Confed-

erates as well as to draw units from the center. On the final day, November 24 (the last four Game-Turns), the Union center was then hurled at the Confederate center to crack its position in two. As soon as the Union troops had crowded Missionary Ridge along the Confederate lines, the Confederate position became untenable and their formation simply broke. The Union movement restrictions as they stand tend to control the game so that the historical flow could be simulated, rather than dictating the course of the game so that history could be repeated.

Players are welcome to disagree and to try the game without the Union Movement Restriction Rule. They will discover that the game quickly becomes a matter of die rolling and steam rolling. The Union units simply ride roughshod over any Confederate position without regard for any historical basis or military theory. In short, it no longer becomes a game. To say that the Union Movement Restriction Rule makes the game is not true either, but it should be regarded and be given more credit than Players may wish to bestow upon it as a necessary ruling to give the game historical sanity as well as simply making the simulation a game.

If you have purchased a copy of *Chickamauga*, from the original *Blue & Gray Quartet* Game, you may experiment with a "super campaign" game. Late in development, it was pointed out that, with minor modifications, the *Chattanooga* and

Chickamauga maps could be made to overlap with one another. A Player may be loathe to cut or fold his map and may want to purchase an additional map. Simply trim down the Northwest corner of the *Chickamauga* map or the Southeastern corner of the *Chattanooga* map so that the following hexes are superimposed upon one another: hexes 0101 and 0501 of *Chickamauga* should coincide directly with hexes 2025 and 2425 of *Chattanooga*, respectively. This overlap permits Players to start with the *Chickamauga* battle and continue right through to the *Chattanooga* battle.

Players should keep in mind the following facts. The battle of *Chickamauga* occurred on September 20, and the battle of *Chattanooga* commenced on November 23. Thus, there was a two month interlude between battles. In fact, there was considerable commotion during the intervening weeks, but it cannot be shown within the framework of the game. For instance, supplying the Union Army was a major problem. Bragg knew this, so while he had, the Union Army invested he sent his cavalry to raid the Union supplies. On both sides, earthworks were constructed to strengthen the defenses. On the other hand, when Union and Confederate soldiers were on picket duty, they often exchanged stories and tobacco. Bragg's army was plagued with disagreement and indecisiveness among the higher officers. A single, continuous "Campaign Game" would be difficult to develop; although losses in *Chickamauga* could easily affect force levels in *Chattanooga*.

[7.6] COMBAT RESULTS TABLE

Die Roll		Probability Ratios (Odds)										Die Roll	
		Attacker's Strength to Defender's Strength											
1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1				
1	Ar	Ar	Dr	Dr	Dr	De	De	De	De	1			
2	Ar	Ar	Ar	Dr	Dr	Dr	De	De	De	2			
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	De	De	3			
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	4			
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Ex	Ex	Dr	5		
6	Ae	Ae	Ae	Ae	Ar	Ar	Ex	Ex	Ex	Ex	6		

Attacks executed at greater than 6-1 are treated as 6-1; attacks executed at worse than 1-5 are treated as 1-5.

[7.6] EXPLANATION OF COMBAT RESULTS

Ae = Attacker Eliminated. All Attacking units are eliminated (remove from the map).
 De = Defender Eliminated. All Defending units are eliminated.
 Ex = Exchange. All Defending units are eliminated. The Attacking Player must eliminate Attacking units whose total, printed (face value) Combat Strength at least equals the total printed Combat Strengths of the eliminated Defending units. Only units which participated in a particular attack may be so eliminated.
 Ar = Attacker Retreats. All Attacking units must retreat one hex (see 7.7).
 Dr = Defender Retreats. All Defending units must retreat one hex.

[9.0] TERRAIN EFFECTS CHART

(See Terrain Key on Map.)

Terrain	Movement Points [MP] to Enter [or Cross]	Effect on Combat
Clear Hex	1 MP	No effect
Forest Hex	3 MP	No effect (see 8.3)
Rough Hex	3 MP	Defender doubled in hex
Road Hex	1 MP; negates effect of other terrain in hex if entered through road hexside	Depends on other terrain
Creek Hexside	May only cross at bridges (or fords)	May only attack across bridges (or fords)
Bridge Hexside	No additional MP	Defender doubled if all attacking units attack across bridge (or ford) hexsides
Forest & Rough Hex (Fredericksburg, Chatta. Hooker & Lee only)	6 MP	Defender doubled in hex (see 8.3)
River Hex (Fredericksburg, Chatta. Hooker & Lee only)	May not enter	Not allowed
River Ferry Hex (Fredericksburg, Chatta. Hooker & Lee only)	3 MP (see 5.24)	Not allowed
Town Hex (Fredericksburg, Chattanooga only)	1 MP	Defender doubled in hex
Ford Hexside (Wilderness, Chattanooga only)	1 MP additional to cross	Defender doubled if all attacking units attack across ford (or bridge) hexside
Trail Hex (Wilderness, Chattanooga, Hooker & Lee only)	2 MP; negates effect of other terrain in hex if entered through trail hexside. Ignore Trails in Clear Terrain.	Depends on other terrain
Pontoon Hex (Fredericksburg only)	1 MP	Not allowed
Redoubt Hexside (Fredericksburg, Chattanooga only)	No additional MP	Defender tripled if all attacking units attack across Redoubt hexsides

DESIGN CREDITS

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 Physical Systems Design and Graphics: Redmond A. Simonson
 Systems Design and Game Development: Edward Curran, Frederick Georgian
 Production: Manfred F. Millhaun, Larry Catalano, Kevin Zucker, Linda Mosca.

CHATTANOOGA

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1/1/IV 9	2/1/IV 9	1/2/XIV 6	1/3/IV 6	2/3/IV 6	1/2/IV 6	1/3/XIV 6	2/3/XIV 6
3/3/XIV 6	1/2/XIV 6	2/2/XIV 6	1/4/XV 5	2/4/XV 5	3/1/XIV 5	1/1/XV 5	2/1/XV 5

UNION

1/2/XV 5	2/2/XV 5	1/2/XVII 4	2/2/XVII 4	3/2/XVII 4	1/2/XI 4	2/2/XI 4	1/2/XII 4	2/2/XII 4	3/2/XII 4
1/3/XI 3	2/3/XI 3	3/3/XI 3	2 6	3 4	XI 4	XII 4	XV 4	XIV 5	Reserve 5

Sherman 1	Game Turn								
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Polk 5	Smith 5	Lowrey 5	Willson 5	Gist 5	Deas 5	Quarles 5	Stovall 5	Jackson 5	Moore 5
Pettus 5	Wright 4	Vaughan 4	Andrsn 4	Bates 4	Reynold 4	Cumming 4	Brown 4	Clayton 4	Adams 3

CONFEDERATE

Liddell 3	Mingail 3	Lewis 3	Finley 3	Strahl 3	Maney 3	Whhill 3	Sanford 2	Reserve 2	Smith 2
Calvert 2	Cobb 1	Hindman 1	Stocumb 1	Martin 1	Corput 1				

TERRAIN KEY

Clear	Forest	Rough
Forest-Rough	Road	Trail
Town	River	River Ferry
Bridge	Redoubt	Creek
Ford		

