

# 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.

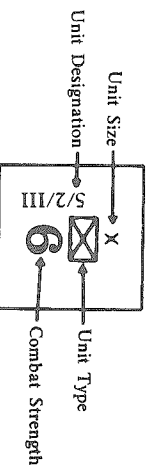
### [2.2] GAME CHARTS AND TABLES

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.

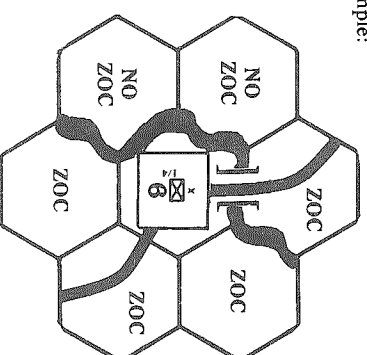
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[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

# Fredericksburg

The Union Repulsed, Dec. 13, 1862

## EXCLUSIVE RULES

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### [13.0] INTRODUCTION

Fredericksburg is a tactical level simulation of the battle between Ambrose E. Burnside's Army of the Potomac and Robert E. Lee's Army of Northern Virginia. During the bloody battle 114,873 Union soldiers took the field and were hurled against 73,867 well-fortified Confederates. The result was predictable: an easy victory for the Confederacy.

### [14.0] INITIAL DEPLOYMENT CHART

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

#### [14.1] UNION ARMY

Hex	Strength	-Type	Designation
1703	6	1/1/1	
1802	5	2/1/1	
1703	5	3/1/1	
1802	6	4/1/1	
1601	5	1/2/1	
1702	4	2/2/1	
1702	5	3/2/1	
1601	12	3/1	
0810	15	1/II	
0712	6	1/2/II	

0818	3	Wright
0917	5	Mahone
0916	3	Perry
0914	4	Ffithsn (Featherstone)
1112	6	Cobb
1512	7	Kershaw
1611	5	Brtsdl (Bartsdale)
1313	4	Sennnes
1710	4	Armsid (Armistead)
1810	5	Jenkins
1911	4	Garnett
2111	4	Kemper
2310	3	Corse
1909	4	Rbrtsn (Robertson)
2008	5	Andrsn (Anderson)
2408	4	Toombs
2307	5	Law
2006	5	Pender
2205	4	Thomas
2004	5	Lane
2203	5	Gregg
2202	5	Archer
2302	4	Brtnbro (Brockenbrough)
2505	13	Tlianfo (Taliaferro)
2401	1a	Walker
1313	1a	Cabell
1212	3a	Pendltn (Pendleton)
1116	2a	I

#### [14.3] PLAYER SEQUENCE

[14.31] The Confederate Player is the First Player. His Player-Turn is first in each Game-Turn.

[14.32] The game consists of eleven Game-Turns. Turns One and Seven are Fog Turns. Game-Turn Six is a Night Turn.

### [15.0] REINFORCEMENTS

#### GENERAL RULE:

Both Players receive reinforcements according to their Reinforcement Charts. These reinforcements are placed on the edge of the map in the hex indicated on the chart. Reinforcements arrive during the Player's Movement Phase of the Game-Turn indicated, or during the Player's Movement Phase of a future Game-Turn, at the Player's choice. If a reinforcement entry hex is blocked by an Enemy unit, the arriving units may not enter until the route becomes unblocked. Reinforcements may enter into Enemy controlled hexes.

#### CASES:

##### [15.1] RESTRICTIONS

[15.11] The Owning Player may enter his reinforcements on the map at any point during his Movement Phase.

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

[15.13] Each reinforcing unit expends one Movement Point to be placed on the entry hex. Units may exceed the stacking restrictions when entering the map on the same hex, as long as they conform to the stacking restrictions by the end of the Movement Phase.

#### [15.2] REINFORCEMENT CHART

##### [15.21] Union Army

Strength	-Type	Designation
6	1/2V	Arriving on Game-Turn Four on hex 0113.

- 8 2/2/V
- 5 3/2/V

#### [15.22] Confederate Army

##### Strength

##### -Type Designation

Arriving on Game-Turn One on hex 1901:

- 1a Pelham

Arriving on Game-Turn Two on hex 2501:

20 Early (or the following units):

- 7 Lawton
- 4 Trimble
- 5 Hoke
- 4 Hays

Arriving on Game-Turn Three on hex 2501:

- 6 Rodes
- 4 Dofes
- 6 Colquit
- 4 Iverson
- 4 Grimes

## [16.0] TERRAIN FEATURES

### [16.1] PONTOONS

Pontoons are identical in their use to Ferry hexes (see Case 5.24), except for the entry cost (see 9.0).

### [16.2] REDOUTS

The "epemy" 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). Zones of Control **do** extend across redoubt hexsides. Both Confederate and Union units are eligible to gain the defensive bonus for any redoubt hexside.

## [17.0] VICTORY CONDITIONS

### GENERAL RULE:

Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. These Victory Points are awarded for a variety of actions detailed on the Victory Point Schedule. At the end of Game-Turn Five, each side totals its Victory Points. If the Confederate Player has a total in Victory Points of 3 to 1 or greater than the Union Player (counting Points for elimination of Enemy units only), and if the Union Player does **not** occupy hex 1113, 1711, or 2401, the Confederate Player automatically wins the game. If, however, these conditions are not met, Players **continue** the game through Game-Turn Eleven. Points are then totaled for each Player (including those for occupation of terrain and exiting units). The Player with the **higher** number of Points **wins** the game. Players may wish to retain eliminated Enemy units and exited Friendly units to double-check their totals at the end of the game.

### [17.1] VICTORY POINT SCHEDULE

#### [17.11] Points Awarded During Play

One Victory Point for every Enemy combat Strength Point eliminated.

#### [17.12] Points Awarded for Exited Units

1. One Victory Point to either Player for each Friendly artillery or infantry brigade exited from hex 2027.

2. Two Victory Points to either Player for each Friendly infantry **division**, or cavalry **brigade** exited from hex 2027.

3. One Victory Point for each Union artillery or infantry Combat Strength Point exited from hex 2501 (cavalry counts double).

4. One Victory Point for each Union artillery or infantry **brigade** exited from hex 0113 (cavalry brigades or infantry **divisions** count two Points).

5. One Victory Point for each Confederate artillery or infantry Combat Strength Point exited from hex 0113 (cavalry counts double).

6. One Victory Point for each Confederate artillery or infantry brigade exited from hex 2501 (cavalry brigades or infantry **divisions** count two Points).

#### [17.13] Points Awarded at the Game's End

##### For Occupation of Hexes

1. 15 Victory Points to either Player for occupation of hex 1113.

2. 25 Victory Points to either Player for occupation of hex 2401.

3. 8 Victory Points to the Union Player for occupation of hex 1711.

4. 5 Victory Points to the Confederate Player for occupation of hex 1504.

5. 5 Victory Points to the Confederate Player for occupation of hex 0511.

6. 8 Victory Points to the Confederate Player for occupation of hex 0206.

### [17.2] OCCUPATION

[17.21] Occupation is defined as having a Friendly unit physically on the hex or having been the last to have moved a Friendly unit onto the hex in question.

[17.22] The occupation definition can be met by moving a Friendly unit through the hex in question.

[17.23] The Confederate Player is considered to occupy hexes 1113, 1711 and 2401 at the beginning of the game. The Union Player is considered to occupy hexes 0206, 0511 and 1504 at the beginning of the game.

### [17.3] EXITING THE MAP

[17.31] Units exit the map by expending one Movement Point from the map edge hexes they are on.

[17.32] Units may only exit the map from hexes 0113, 2027 or 2501.

[17.33] Units may only exit the map during the movement portion of their Turn. Exited units are **not** considered destroyed. Units forced to retreat off the map are eliminated instead and treated as such for Victory Point considerations.

[17.34] Once a unit exits the map, it may not return.

[17.35] The Confederate Player starts the game with **four** Victory Points as a result of a previous exit.

## [18.0] FOG

### GENERAL RULE:

Game-Turns One and Seven represent Turns when fog was present on the battlefield. To reflect this situation, artillery may not bombard during these Game-Turns and all Movement Allowances are reduced from 6 to 3 Movement Points.

## [19.0] UNION MOVEMENT RESTRICTIONS

### GENERAL RULE:

Due to ambiguous orders from Army Headquarters, much of the Union Army did not move in the battle of Fredericksburg. In the game, only 15 Union units may move per Turn. This restriction is lifted as soon as the Confederates move a unit into or through Burnside's headquarters (hex 0206), either due to movement, or retreat or advance after combat. Furthermore, all Union artillery and cavalry units on the eastern side of the Rappa-

hannock River are **immobile** (may not move) until released by a variety of Confederate movements.

### [19.1] IMMOBILITY

[19.11] All Union cavalry and artillery units are released from immobility as soon as any Union unit exits the map from hexes 2501 or 2027.

[19.12] All Union cavalry and artillery units are released from immobility as soon as a Confederate unit enters a pontoon bridge or ford hex. This movement can occur at any time during the Confederate Player's Movement Phase or as a result of advance or retreat after combat.

[19.13] Each individual cavalry and artillery unit can be released from immobility if a Confederate unit comes within three hexes of the immobile unit. This movement, as in the cases above, can result from movement, or advance or retreat due to combat.

## [20.0] MAY 3, 1863 OPTIONAL SCENARIO

### GENERAL RULE:

Listed below is a Scenario recreating the Marrye's Heights attack by General John Sedgewick during the battle of Chancellorsville. A few rule modifications must also be made to recreate the May 3, 1863 situation.

### [20.1] RULES MODIFICATIONS

[20.11] All creek hexsides on the mapboard (except the canal) are treated as ford hexsides.

[20.12] Victory Points are not awarded for hexes 1711, 0206, 0511 or 1504.

### [20.2] UNION INITIAL DEPLOYMENT

Hex	Strength	-Type Designation
1505	7	1/1/VI
1406	7	2/1/VI
1504	5	3/1/VI
1407	8	2/2/VI
1208	7	3/2/VI
0711	8	1/3/VI
0810	7	2/3/VI
0810	7	3/3/VI
0712	6	1/2/II
0712	4	3/2/II
0910	3a	LGD

### [20.3] CONFEDERATE INITIAL DEPLOYMENT

Hex	Strength	-Type Designations
0618	5	Wilcox
1012	4	Hays
1211	5	Barksd (Barksdale)
2008	5	Hoke
2006	7	Lawton
2202	4	Trimble
2004	1a	Walker
1212	3a	Pendlin (Pendleton)

### [20.4] CONFEDERATE REINFORCEMENTS (Only)

Strength	-Type Designation
6	Cobb
4	Semmes

Arriving on Game-Turn Four on hex 2027:

- 7 Kershaw
  - 1a Cabell
- Arriving on Game-Turn Five on hex 2027:
- 5 Mahone
  - 2a 1
- Arriving on Game-Turn Nine on hex 2027:
- 3 Wright
  - 4 Rhnsyn (Featherstone)
  - 3 Perry

## [21.0] PLAYERS' NOTES

### [21.1] UNION PLAYER

The Federal Army had three advantages over the Confederates at Fredericksburg: superior artillery, overall numerical superiority, and, on the average, numerically superior brigades. Unfortunately, these advantages were abused by General Burnside at Fredericksburg. He stationed the Union artillery on the eastern bank of the Rappahannock during the entire battle. He wasted his numerical superiority by ordering only a small portion of the army to attack. And he wasted away his numerically superior brigades by wave after wave of useless frontal assaults against the Confederate redoubts.

**STRATEGY:** The Union Army is scattered and must consolidate before it can be used effectively, preferably in packs containing strong units. The best place to begin concentrating is adjacent to the woods surrounding Telegraph Hill. Here the strongest divisions (15 and 13) and brigades (8's) can threaten Marye's Heights, Telegraph Hill, and Deep Run. Another strong pack must consolidate near the Sunken Railroad where the Confederate line is weak. Smaller groups should threaten the Confederate line near Taylor's Hill, the stone wall, and Scott's Ford.

The Union Player is burdened with the fact that he must take ground to win. Once his packs start to attack they must continue to do so until a Union unit can exit the map and release the immobile Union artillery. Even if it means picking at the Confederate line with 1 to 1 attacks, the Union Army must attack.

**TACTICS:** If at all possible, attack Confederate units that are adjacent so that advancing in one battle will surround the unit in the other battle. In this case, one should take the higher odds attack first because there is less of a risk of the Confederate units advancing as a result of an "attacker retreat" result. In the case of the attack of non-adjacent units, however, the lower odds attack should be rolled first to see whether you will be "sticking your nose out" if you advance in the higher odds attack.

Another technique the Union Player can use is maneuver. By threatening to surround Confederate units, parts of the Confederate line may be forced to fall back or counter-attack. This indirect approach is more powerful than one would suspect. Whenever possible, the Union Player should advance his units after combat. This is one less unit that he will have to move into the attack. And with only 15 units able to move per Turn, advancing after combat can be critical. Finally, the Union Player should avoid 1 to 2 or lower odds attacks and gobble up any 3 to 1 attacks he can. Even if there is only one chance in six of eliminating a unit, that's one less defending unit on the line next Turn.

### [21.2] CONFEDERATE PLAYER

The Confederacy had four major advantages at Fredericksburg: interior lines, well-prepared

defensive positions, initial occupation of the key terrain, and unity of command. These same advantages should be used by the Confederate Player when playing Fredericksburg.

From Prospect Hill to Taylor's Hill, the Confederate Player commands a road net of unquestionable value. The Union Player is faced with many streams, which can channel his attacks. Previous to the actual battle, General Lee created these interior lines. He built the Military Road, increasing the mobility of his right flank and burned the bridges over Deep Run and the water ditch to deny Union troops room for maneuver. General Lee also created a formidable defensive position. Breastworks, redoubts and rifle pits line the terrain from Hamilton's Crossing to Taylor's Hill. Only a fool would defend in front of these redoubts.

The Confederates already block the road to Richmond (Hamilton's Crossing) and occupy the highest points on the battlefield (Marye's Heights and Telegraph Hill). It is up to the Union Player to take them away from you. If you do not give away your army by letting it get surrounded or attacked at 3 to 1, this can be very difficult.

In the actual battle, General Lee positioned his headquarters on Telegraph Hill, giving him a view of the entire battlefield, where he personally supervised the defensive and offensive operations of all his units. In the game, the Confederate Player can move all his units in any one Turn. Thus, he can weaken a calm area to counter-attack a threatened area, restoring his hold on valuable defensive terrain.

**STRATEGY:** The Confederate Player has the advantage of a Defensive strategy. Unless the Union Player gets lucky, he can play a relatively passive game holding a line until a breach occurs and fall back to the next line if his counter-attacks fail. Under no circumstances should the Confederate Player attack the Union Army on the First Turn. He must consolidate his defenses and should only attack when he is assured of killing Enemy units or to strengthen his line by advancing into Enemy controlled redoubts.

Looking at the map, the Confederate Player must contend with five avenues of attack: Scott's and Banks' Fords, Taylor's Hill and the canal, the stone wall, the woods around Telegraph Hill, and the redoubts from Deep Run to Hamilton's Crossing. The fords are remote areas, easier to reach by Confederate units than Union units. Taylor's Hill and the canal are very strong defensive positions. With proper defensive dispositions, they should hold the Union Army for the entire game. The stone wall is almost as strong and can be held by a good Player. Telegraph Hill and the redoubts on the Confederate right contain strong positions, but can be breached. The strongest Confederate units are needed here.

Hamilton's Crossing must be protected by the strongest Confederate units. Since the Confederates are normally on the defensive, they need a few pointers. By placing units on alternating hexes, you can avoid their becoming surrounded. Furthermore, by defending with the grain (hexes 2008, 2006, 2004, and 2002, for example), you will have a better defensive line than if you defend against it (1806, 1905, 2003 and 2102, for example).

**TACTICS:** As far as tactics are concerned, the optimal defensive line will stop 1 to 1 attacks and you, as the Confederate Player, will probably be able to prevent even 1 to 1's for the first few Turns. As the game progresses, however, preventing 1 to 1's becomes more and more difficult. The next best defensive line prevents 3 to 1's everywhere with a reserve for counter-attack purposes.

## [22.0] DESIGNER'S NOTES

Since the designer is not an SPI staff member, and unfamiliar with SPI procedures, Fredericksburg presented many problems in design. The number of units was the first problem that had to be solved. There were more than 100 brigades on the battlefield and only 99 unit counters available. Then there was a problem during research due to contradictions in source maps of the area, and a limit on the types of terrain that could be used in the game. How were the Combat Strengths to be determined and how could the impenetrable Marye's Heights defense be recreated in the game? The Union Player has to be able to win, too, or what's the use of playing?

The Combat Strengths were determined by an in-depth study of the official records and army target practice reports adjusted for combat situations. Three hundred and fifty men with Springfield rifles have the same firepower as 466 cavalrymen with carbines, 21 Napoleons, 28 three-inch rifles, 18 three and one half inch rifles, or 9 four and one-half inch rifles, for the ranges used in this game. However, since rifled guns are more effective at distant ranges than Napoleons, they should have half the number of Combat Strength Points, when bombarding at four hexes, as they would when bombarding at three hexes. This rule was not consistent with the Blue & Gray Standard Rules, and was scrapped. Instead, the Combat Strengths of the immobile Union reserve artillery units were ignored, since almost all of the batteries were rifled.

To solve the problem of too many brigades, some were combined into divisions instead. This idea helped the game, giving each side three "monster" units with which to pounce on the Enemy line. The divisions with the best generals, highest morale, and best subordinates were given the distinction of becoming "monsters." On the Confederate side, these were Ransom's Division, Early's Division, and the famous "Stonewall" Division. On the Union side, they were Hancock's, Humphrey's and Meade's Divisions.

If the mapboard had come from source maps in the popular Civil War books, the game would have distorted the actual situation. Not only were the official records consulted, but I also made a personal visit to Fredericksburg to study the battlefield. All of the bridges across the Rappahannock had been burned by the Confederates, as had those across Deep Run and the water ditch above Fredericksburg. Due to heavy rains, Deep Run and Hazel Run were swollen and almost everywhere impassible. Furthermore, the water was icy cold that December day. One of my most interesting finds was a ford on hex 0412 that only the Confederates knew about and was only usable at low tide (as it was in the Chancellorsville Campaign).

By superimposing on a hexagon grid and turning them in various directions, I was able to come up with a map where the historically strong defensive lines matched up with strong defensive positions in the game. Using a broad interpretation, I determined that rough terrain should not double the defender on all sides.

Finally, the game length was extended beyond one day, because Burnside would have continued his attack if there were no objections from his subordinates. If the army had taken and held key terrain on the battlefield during the first day, there would have been no objections.

Starting the game early in the day also gives the Players more opportunity, and a reinforcement schedule which adds the effect of the cavalry coming to the rescue.

## [7.6] COMBAT RESULTS TABLE

Die Roll	Probability Ratios (Odds) Attacker's Strength to Defender's Strength										Die Roll
	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	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	De	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	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
Field Hexside (Wilderness, Chattanooga only)	1 MP additional to cross	Defender doubled if all attacking units attack across ford (or bridge) hexsides
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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 Systems Design and Game Development: Edward Curran, Joe Angioillo  
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# FREDERICKSBURG

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$\times$ 1/II 15	$\times$ 3/V 13	$\times$ 3/I 12	$\times$ 1/V 7	$\times$ 1/V1 7	$\times$ 2/V1 7	$\times$ 1/2/V1 7	$\times$ 3/2/V1 7	$\times$ 2/3/V1 7	$\times$ 3/3/V1 7
$\times$ 2/2/V 8	$\times$ 1/2/IX 8	$\times$ 1/3/V1 8	$\times$ 2/2/V1 8	$\times$ 3/1/V 8	$\times$ 2/1/V 8	$\times$ 2/3/IX 4	$\times$ 3/1/III 4	$\times$ 1/1/III 4	$\times$ 1/3/IX 4

## UNION

$\times$ 2/2/I 4	$\times$ 2/1/IX 4	$\times$ 1/1/IX 4	$\times$ 3/2/III 4	$\times$ 2/2/III 4	$\times$ 3/2/II 4	$\times$ 1/2/III 4	$\times$ 2/1/II 4	$\times$ 2/3/II 2	$\times$ 2/3/III 2
$\times$ 1/1/I 6	$\times$ 4/1/I 6	$\times$ 1/2/II 6	$\times$ 1/2/V 6	$\times$ 1/3/II 6	$\times$ 1/3/III 6	$\times$ 2/2/IX 6	$\times$ 2/2/II 3	$\times$ 3/3/II 3	$\times$ 3/1/IX 3

$\times$ 2/1/I 5	$\times$ 3/1/I 5	$\times$ 1/2/I 5	$\times$ 1/C/L 6	$\times$ 1/C/C 5	$\times$ R 4	$\times$ RC 4	$\times$ LC 4	$\times$ L 4	$\times$ LGd 3
$\times$ 3/2/I 5	$\times$ 3/1/V1 5	$\times$ 3/2/V 5	$\times$ 1/C/R 4	$\times$ 2/C/R 4	$\times$ RGd 2	$\times$ V 2	$\times$ III 1	Game Turn	$\times$ Early 20

$\times$ Thlctro 13	$\times$ Ransom 10	$\times$ Lawton 7	$\times$ Kershaw 7	$\times$ Rhodes 6	$\times$ Colquitt 6	$\times$ Cobb 6	$\times$ Semmes 4	$\times$ Armistd 4	$\times$ Trimble 4
$\times$ Crimes 4	$\times$ Iverson 4	$\times$ Doles 4	$\times$ Thomas 4	$\times$ Rbrtn 4	$\times$ Garnett 4	$\times$ Kemper 4	$\times$ Fthrstn 4	$\times$ Toombs 4	$\times$ Hays 4

## CONFEDERATE

$\times$ Brknbro 4	$\times$ Pender 5	$\times$ Wilcox 5	$\times$ Andrsn 5	$\times$ Jenkins 5	$\times$ Law 5	$\times$ Mahone 5	$\times$ Brksdl 5	$\times$ Pendlm 3	$\times$ 1 2
$\times$ Lane 5	$\times$ Gregg 5	$\times$ Archer 5	$\times$ Hoke 5	$\times$ Corse 3	$\times$ Perry 3	$\times$ Wright 3	$\times$ Walker 1	$\times$ Cabell 1	$\times$ Pelham 1



