

BLUE & GRAY STANDARD RULES

for the game

Road to Richmond

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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.

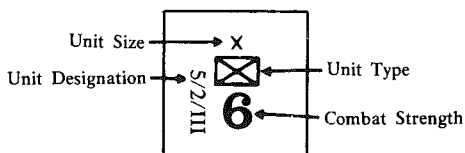
[2.2] GAME CHARTS AND TABLES

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

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

Unit Types

☒ Infantry

Artillery ☐

☒ Cavalry

Unit Sizes

111 = Regiment

XX = Division

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

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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 of 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.

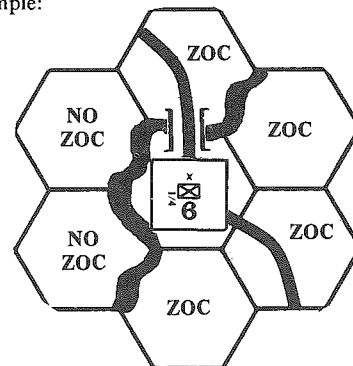
[6.3] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[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

(continued on page S3)

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 MULTI-HEX 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

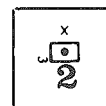
[7.81] If the only one hex available to the retreating unit is one which the unit could not normally move into because of stacking restrictions (5.31), then one of the units in the hex must be displaced. The displaced unit is moved back by the Owning Player (as if it were retreating as a result of combat) 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 tinted 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 cannister 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

ROAD TO Richmond

Seven Days' Battles, June 26-28, 1862

EXCLUSIVE RULES

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[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
1404	2c	1/CR
1107	5	1/2/V
1107	7	2/2/V
1108	2a	V
1108	1a	1R
1007	3	3/2/V
1007	3	2/1/V
1007	8	1/3/V
1007	7	3/3/V
1009	7	2/3/V
0908	5	1/1/V
0908	5	3/1/V
0409	8	2/2/VI
0409	8	3/2/VI
0410	1a	2R
0410	8a	S
0511	1a	5R
0511	7	1/2/VI
1726	6	1/2/IV

[14.2] PLAYER SEQUENCE

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

[14.22] The game consists of **twenty** Game-Turns. Turns Five and Thirteen are Night Game-Turns.

[15.0] REINFORCEMENTS

GENERAL RULE:

Both players receive Reinforcements according to their Reinforcement Charts. These enter (are physically placed) on the edge of the mapboard (or command control zone: see 16.2) in the appropriate hex. The reinforcing units arrive in a column formation of stacks (one stack of two units behind the next stack of two units) during the Player's Movement Phase of the Game-Turn indicated. The Owning Player may determine the exact order of arrival at the point at which he moves the

Reinforcements onto the map. He may hold back Reinforcements for a future Game-Turn at his discretion.

PROCEDURE:

The Player should visualize the Reinforcements as a column of stacks of two units entering the map from a chain of hexes off-map (or into the command control zone), so that the first two units brought onto the map each expend one Movement Point entering the reinforcement hex, the next two units expend two Movement Points entering the reinforcement hex, the third two each expend three Movement Points entering the reinforcement hex, etc.

[15.1] WHEN UNITS MAY ENTER THE MAP

The Owning Player may enter his Reinforcements on the map at any point during his Movement Phase.

[15.2] EFFECTS ON MOVEMENT

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

[15.22] Confederate First Game-Turn Reinforcements may move **twice** the normal Movement Allowance on the First Game-Turn so long as they do **not** enter Union Zones of Control (first two: twelve movement points; second two: eleven movement points; etc.).

[15.4] REINFORCEMENT CHART

Reinforcements may enter an Enemy-controlled hex. They may not enter if the entry hex is physically occupied by an Enemy unit. Instead, they are delayed until the hexes are vacant or until the end of the game.

[15.41] Union Army

Strength-

Type Designation

Appearing on Game-Turn one on hex 1528:

8 2/2/IV

Appearing on Game-Turn two on hex 0410:

7 1/1/VI

7 2/1/VI

7 3/1/VI

1a VI

Appearing on Game-Turn three on hex 0414:

4 2/1/II

6 3/1/II

Appearing on Game-Turn four on hex 0414:

7 3/1/IV

8 2/1/IV

2c 2/CR

Appearing on Game-Turn five on hex 0414:

8 1/1/IV

2a IV

Appearing on Game-Turn eleven on hex 2426:

(1) Train

Appearing on Game-Turn thirteen on hex 0412:

7 1/2/II

9 2/2/II

9 3/2/II

2a II

Appearing on Game-Turn thirteen on hex 0416:

1a 4R

Appearing on Game-Turn thirteen on hex 0418:

8 1/3/III

8 2/3/III

8 3/3/III

2a III

[13.0] INTRODUCTION

Road to Richmond is a simulation of the engagement between Robert E. Lee's **Army of Northern Virginia** and George B. McClellan's **Army of the Potomac** during its change of base to the James River in June and July, 1862. During the Union withdrawal Robert E. Lee proved his strategic genius and generalship in spite of the heavy losses to both sides. Richmond had been threatened by a superior force of Federal troops and now they, not the Confederates, were withdrawing to a defensive position. Soon after the campaign, Lee would move north causing the subsequent Federal withdrawal to Washington.

Appearing on Game-Turn thirteen on hex 0419:

- 9 1/2/III
- 9 2/2/III
- 9 3/2/III

Appearing on Game-Turn fourteen on hex 0417:

- 10 III
- 1a 3R

[15.42] Confederate Army

Strength

Type Designation

Appearing on Game-Turn one on hex 0103:

- 4 Rodes
- 7 GB And (GB Anderson)
- 8 Garland
- 5 Colquit (Colquitt)
- 7 Ripley
- 4 Kemper
- 6 RH And (RH Anderson)
- 8 Pickett
- 5 Wilcox
- 7 Pryor
- 4 Fthrstn (Featherston)
- 7 Field
- 8 Gregg
- 7 JR And (JR Anderson)
- 8 Branch
- 4 Archer
- 7 Pender
- 1a Jones

Appearing on Game-Turn two on hex 1301 (or 1901 if occupied or in the ZOC of a Union unit.

- 8 Winder
- 6 Cnngnam (Cunningham)
- 5 Flkrsn (Fulkerson)
- 10 Lawton
- 10 Elzey
- 7 Trimble
- 7 Taylor
- 2 Johnson
- 7 Hood
- 5 Law
- 10c Stuart

Appearing on Game-Turn fifteen on hex 0117:

- 5 Cobb
- 3 Toombs
- 10 Semmes
- 8 Griffith (Griffith)
- 5 Kershaw
- 6 GT And (GT Anderson)
- 1a Cutts
- 1a Brown
- 1a Rchrdsn (Richardson)
- 1a Nelson
- 1a SD Lee

Appearing on Game-Turn eighteen on hex 0728, 0328, or 0126:

- 5 Mahone
- 6 Wright
- 7 Armstd (Armistead)

[16.0] TERRAIN FEATURES

[16.1] REDOUBTS

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

[16.2] COMMAND CONTROL ZONE

The Command Control Zone is the three rows of hexes including 0116 to 0122, 0215 to 0221, and 0316 to 0312 inclusive.

[16.3] CREEKS

Only two of the Rivers on the Mapboard are really "Creeks," and are considered "impassable" except at bridges and the ford. These are the Chickahominy River (running from hexsides 0103-0104 to 1827-1728) and the North Branch of White Oak Swamp River (running from hexsides 0122-0123 and 0322-0422 to 0128-0227). All other "Creeks" are really **Streams**. These include all of the "branches" leading off the Chickahominy River. **Streams** are treated as if they were ford hexsides for Movement and Combat purposes.

[15.4] LAKES

Lake hexsides are impassable, and Zones of Control **do not** extend through them. They are treated exactly like creek hexsides.

[17.0] EXITING THE MAP

[17.1] WHERE UNITS MAY EXIT THE MAP

[17.11] Either Player may exit his units from the map via hexes 0117 and 1528. The units are presumed to move along the roads leading off the map.

[17.12] No unit may exit the map except at either of the two hexes listed above.

[17.2] RESTRICTIONS ON EXITING THE MAP

[17.21] No unit may exit from the map in fulfillment of a retreat as a result of combat. If a unit is forced to retreat due to combat, it may not exit the map; it is eliminated instead.

[17.22] Exiting the map consumes one Movement Point.

[17.23] A unit may exit from a hex regardless of the number of Enemy or Friendly units which exited from the same hex previously.

[17.3] DISPOSITION OF EXITED UNITS

[17.31] An exited unit is removed from play and may never return to the game.

[17.32] Units exited off the map count toward the Owning Player's Victory Point Total according to the **Victory Point Schedule** (see 21.1). They are not considered eliminated units for Victory Point purposes.

[18.0] COMMAND CONTROL ZONE

[18.1] WHEN UNION UNITS MAY ENTER

Union units may **not** enter the Command Control Zone until three turns after the Union Player has exited the Union Train unit from hex 1528, or three turns after the Union **fourteenth** Turn reinforcements are brought on the mapboard (they could arrive early (see 19.2).

[18.2] EFFECTS ON ZONE OF CONTROL

Union units exert a Zone of Control into the Command Control Zone as if it were regular terrain

and must be attacked if Enemy units become adjacent (see exception: rule 6.6 of the Standard Rules).

[18.3] EFFECTS OF ENEMY UNITS

Union units may attack Confederate units in the Command Control Zone if they are within range (adjacent for infantry, artillery, and/or cavalry; or in bombardment range for Artillery unless the attack violates a Standard Rule).

[19.0] EARLY ARRIVAL OF REINFORCEMENTS

[19.1] ACTIVATION

Activation of early reinforcements occurs due to a variety of situations. Any one of the following situations will trigger activation.

1) A Confederate unit exists during some part of its Movement or Combat Phase on a hex on the south side of the Chickahominy River, from 0407 south (south of the Chickahominy and south of the **stream** bordering hexes 0407, 0308, and 0208).

2) A Confederate unit comes within six hexes (inclusive) of hex 2426 or 1826 during some part of its Movement or Combat Phase.

[19.2] SCHEDULE OF EARLY ARRIVAL

Turn thirteen Reinforcements may arrive (on the specific hexes indicated on the Reinforcement Chart] The turn after **Activation**. Turn fourteen Reinforcements may arrive [on the specific hex indicated on the Reinforcement Chart] two turns after **Activation**. Turn fifteen Reinforcements may arrive [on the specific hex indicated on the Reinforcement Chart] three turns after **Activation**. And turn eighteen Reinforcements may arrive [on the specific hexes indicated on the Reinforcement Chart] six turns after **Activation**.

[20.0] THE UNION "TRAIN" UNIT

GENERAL RULE:

The Union "train" unit is a symbolic unit representative of the various supply dumps, reserve ammunition trains, cattle herds, and other rear echelon tail organizations which were moved during the Union change of base.

[20.1] EFFECT ON COMBAT

[20.11] The "train" unit may never attack. If circumstances result in it being adjacent to a Confederate unit that is not on the other side of a purely creek hexside during the Union Player Combat Phase, it must automatically retreat. (In this instance the Confederate unit may not advance into the vacated hex.)

[20.12] The "train" unit has a Defense Strength of one Combat Point.

[20.2] EFFECT ON STACKING

[20.21] The "train" unit may not stack with any other unit nor may any other unit stack with the "train" unit.

[20.22] No unit may move through the "train" unit's hex. (This is an exception to the normal rules of Movement.) Nor may the "train" unit move through other unit's hexes.

[20.23] The "train" unit has a normal Movement Allowance of six Movement Points, but it may only move along roads or trails. If, as a result of combat, it would be forced to retreat to some non-road or non-trail hex, it is destroyed.

[20.24] The "train" unit may displace and be displaced as a consequence of combat, and it may retreat due to combat.

[20.25] The "train" unit has no Zone of Control. Confederate units may move adjacent to it or past it without stopping. Confederate units are not required to attack the "train" in their Combat Phase.

[21.0] VICTORY CONDITIONS

GENERAL RULE:

Victory is awarded to the Player who has amassed the greater number of Victory Points at the end of the game. Victory Points are awarded, as play progresses, for the elimination of Enemy Combat Strength Points, and at the end of the game for the exiting of units from the map at specific exit hexes. See the **Victory Point Schedule** (21.1) for the specific Victory Point Awards.

PROCEDURE:

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 as detailed on the Victory Point Schedule (21.1). At the end of the game, the number of Points is tallied for each Player, and the Player with the higher number of Points wins. (Players may wish to retain Enemy units eliminated, and Friendly units exited, if applicable, to double-check their computations at the end of the game.)

[21.1] VICTORY POINT SCHEDULE

[21.11] Points Awarded During Play:

- 1) Each Player is awarded **1 Victory Point** for every Enemy Combat Point eliminated (see 21.22).
- 2) The Confederate Player is awarded **10 Extra Victory Points** for eliminating the Union Trade counter.

[21.12] Points Awarded At The End Of The Game For Exiting The Map:

- 1) The Union Player is awarded **1 Victory Point** for each Union unit exited from hex 1528.
- 2) The Union Player is awarded **1 Victory Point** for each Union Combat Strength Point exited from hex 0117 if the Union Train unit has exited the map from hex 1528 and a Union line of communications exists from hex 0117 to hex 1528 inclusive.
- 3) The Union Player is awarded **5 Extra Victory Points** if he exits the Union Train unit from hex 1528.
- 4) The Confederate Player is awarded **2 Victory Points** for each Confederate Combat Strength Point exited from hex 1528 if the Union Train unit has exited the map from hex 1528 and a Confederate line of communications exists from hex 0117 to hex 1528 inclusive.
- 5) The Confederate Player is awarded **1 Victory Point** for each Confederate Combat Strength Point exited from hex 1528 if the Union Train unit was eliminated or never entered the mapboard during the entire game.
- 6) The Confederate Player is awarded **20 Victory Points** if the Union Train unit did not enter the mapboard at any time during the game.

[21.2] LINE OF COMMUNICATIONS

[21.21] A line of communications is defined as a continuous row of hexes from 0117 to hex 1528 inclusive completely along roads or trails that are connected at junctions of the roads or trails. This path of hexes must be free of Enemy units at the end of the game. Note that it can pass through Enemy Zones of Control so long as it is not physically blocked.

[21.22] If the Union Train unit was not brought onto the mapboard, any Union unit, **excluding** Reinforcements that never were brought onto the mapboard, which cannot trace a path ten hexes, at most, to a road or trail which in turn exits the map at hex 1528 or 2426 by the end of the game, is considered destroyed for purposes of Victory Conditions. Again, this path may pass through Enemy controlled hexes, but not Enemy units.

[22.0] OPTIONAL RULES [FOR TOURNAMENT PLAY]

GENERAL RULE:

For two players that are unacquainted with the **Blue & Gray** system it is recommended that the Attack Effectiveness optional rule be used. As players become more experienced and acquainted with the system they will realize that the game is balanced either using just the **Basic Rules** or all of the optional **Tournament Rules**, including Attack Effectiveness.

[22.1] RESTRICTIONS TO ADVANCE AFTER COMBAT

[22.11] The Defender is **not** doubled when attacked **exclusively** across **stream** hexsides (fordable creeks), even if a bridge is present.

[22.12] Units may not advance after combat across a **stream** hexside (fordable creeks).

[22.13] Units may advance after combat across a bridge hexside crossing a **stream**.

[22.14] Units may not advance after combat into a swamp hex.

[22.2] UNION SEIGE ARTILLERY

The Union eight Strength Point Artillery unit (marked "S") represents the Union Seige Train. It Attacks and bombards with eight Combat Strength Points but its Defense, Range, and Movement are different from other Artillery units.

[22.21] The Union Seige Train Artillery Unit has a bombardment range of five hexes.

[22.22] The Union Seige Train Artillery Unit defends with one Combat Strength Point.

[22.23] The Union Seige Train Artillery Unit may only move along roads and/or trails, and if forced to retreat off of a road or trail, is eliminated and considered destroyed for Victory Point considerations.

[22.24] The Union Seige Train Artillery Unit counts as an eight Combat Strength unit for Victory considerations.

[22.3] VARIABLE CONFEDERATE REINFORCEMENTS

[22.31] The Confederate Player may choose to change his avenue of attack by choosing some, none, or all of his units listed as First Turn Reinforcements from hex 0103 to arrive with his Turn Fifteen Reinforcements from hex 0117, and/or Turn Eighteen Reinforcements from hexes 0126, 0328, or 0728.

[22.32] The Confederate Player secretly writes down which of his First Turn Reinforcements will arrive as Turn Fifteen and Turn Eighteen Reinforcements before the game starts. On the first turn of the game, and on succeeding turns, he may deliberately withhold some of his First Turn Reinforcements that he has **not** listed as Turn Fifteen or Turn Eighteen Reinforcements from arriving on hex 0130 to further confuse the Union Player.

[22.33] First Turn Reinforcements that become Turn Fifteen Reinforcements by this initial choice of the Confederate Player may arrive with Turn Fifteen Reinforcements listed on the Reinforcement Chart according to the Early Arrival Rules (19.0).

[22.34] First Turn Reinforcements that become Turn Eighteen Reinforcements by this initial choice of the Confederate Player may arrive with Turn Eighteen Reinforcements listed on the Reinforcement Chart according to the Early Arrival Rules (19.0).

[22.4] ADDITIONAL VICTORY POINTS

At the end of each Game-Turn after Turn Eight that a Player physically occupies hexes 1823 and/or

1826 he gains one Victory Point for each of these two hexes he occupies. The Union Player is awarded **five** Victory Points if the Confederate Player triggers Early Arrival of the Turns, 13, 14, 15, and 18 Reinforcements by Activation.

[23.0] PLAYER'S NOTES

[23.1] THE UNION PLAYER

The Union Player will find his strategy will revolve around four key points. First of all, his army is initially weaker than the Confederate force. Second, he commands most of the mapboard and, therefore, most of the defensive terrain. He can trade space for time. Third, he can greatly increase the relative balance of forces if the Confederate Player crosses the Chickahominy River either because he is lured across, cannot make headway elsewhere, attacks at the proper time, or is just plain stupid. Finally, the Union Train unit can make or break the game if it is a relatively "bloodless" situation. If the Confederates hold it off or destroy it the Union Player is forced to attack to balance the victory point loss for the Train. If the Union Player exits the Train, the Confederate Player is faced with the burden of attack.

Based on these points there are three strategies open to the Union Player: stand and fight, fighting withdrawal, and total withdrawal. Each strategy has its own advantages and disadvantages and each strategy can be ranked as being the best or equally best strategy for the novice, intermediate, and tournament game Player. This ranking, however, is complicated by the fact that there are three stages of rules as well as three stages of learning the game. These stages of rules are: basic rules with attack effectiveness, basic rules alone, and basic rules plus all optional rules. After discussing each strategy a ranking will be attempted for each level of the rules based on playtest results. Since playtesting is the only way of determining this ranking and the relative personalities of the playtesters creep into play, the ranking may change as the game receives "public" playtesting.

The stand and fight strategy refers to the Union forces holding their initial position, slugging it out with the Confederates and depending on reinforcements to keep the attack going. The Union units will be doubled on defense since they occupy rough terrain while in many instances the Confederate units will be in the open and undoubled on defense. Thus the Confederate Player will be attacking a doubled Union Army while the Union Player will be attacking an undoubled Confederate Army. This fact will help reduce the initial Confederate advantage of unit for unit superiority.

The fighting withdrawal is a strategy that trades space for time. As one defensive position falls, the Union Army will be safe by falling back to the next defensive position as soon as Union units become disengaged. The Union left flank must hold its ground and Reinforcement units are used to hold the evacuated bridges along the Chickahominy as the center and Union right flank slowly pull back and set up the next defensive line. The successive defenses will be organized along rough terrain, lakes and rough, and then the stream lines. Note that the defending Union units will either be doubled along the streams or the attacker will not be able to advance after combat depending on the rules being used. However, wherever bridges cross streams, the Union Player must be very cautious since victorious Confederate units may advance here.

The total withdrawal involves sacrificing a very small number of weak Union units and running with the rest of the Union Army behind the Chickahominy River. The Chickahominy bridges

are the strongest Union defense line. Unfortunately, the line will be repeatedly assaulted by the strongest Confederate units since there will be a great number of Game-Turns left before Game-Turn twenty. Total withdrawal will leave the balance of decisions to the Confederate Player. It allows him to make mistakes. When should the Confederate Player cross the Chickahominy? How much of his force should he send after the Union Train unit? Which bridge should be assaulted? Should the Confederate Player risk an all-out assault or selective assaults along the bridges of the Chickahominy?

[23.2] THE CONFEDERATE PLAYER

Confederate moves are based mainly on reactions to Union errors and use of the indirect approach (keeping as many strong units in a centralized

position to attack as much of an area as possible). Different strategies must be used against the different strategies used by the Union Player. These strategies revolve around three attack areas; the Confederate right (the foothold across the Chickahominy), the Confederate center (facing the rough, lakes, and streams), and the Confederate left (in the open expanse on the Confederate left).

Against the Stand and Fight strategy a "sweep" emphasizing the left flank with attacks along the center is the best strategy. It extends the Union line into the open where the Union units are not doubled on defense.

Against a Fighting Withdrawal, the majority of the Confederate forces should be balanced between the left and center with three to six units holding the Confederate right. This puts pressure on all areas

and utilizes the Confederate numerical superiority to threaten the train entrance, both exit hexes, and the Command Control Zone.

Total withdrawal is the most difficult. If the Train Unit does not arrive and if enough Union delaying units can be destroyed without too many exchanges the Confederate Player can win by going on the defensive.

DESIGN CREDITS

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Redmond A. Simonsen

Production: **Manfred F. Milkuhn, Larry Catalano, Kevin Zucker, Kate Higgins, Norman Pearl**

[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	4-1	6-1	
1	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	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 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	6 MP	Defender doubled in hex (see 8.3)
Ford Hexside	1 MP additional to cross	Defender doubled if all attacking units attack across ford (or bridge) hexsides
Trail Hex	2 MP; negates effect of other terrain in hex if entered through trail hexside. Ignore Trails in Clear Terrain.	Depends on other terrain
Redoubt Hexside	No additional MP	Defender tripled if all attacking units attack across Redoubt hexsides
Swamp	6 MP	No effect (see 22.0)
Stream Hexside	1 MP additional to cross	Defender doubled if all attacking units attack across stream hexsides (see 22.0)
Lake Hexside	May not cross (same as creeks for Zone of Control considerations)	May not attack across (except bombardment)
Command Control Hexside	No effect (see 18.0)	No effect

ROAD TO RICHMOND

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1. I. III x 10	2. 2. II x 9	3. 2. II x 9	1. 2. III x 9	2. 2. III x 9	3. 2. III x 9	1. 3. III x 8	2. 3. III x 8	3. 3. III x 8	1. 1. IV x 8
2. 1. IV x 8	2. 2. IV x 8	1. 3. V x 8	2. 2. VI x 8	3. 2. VI x 8	1. 2. II x 7	3. 1. IV x 7	2. 2. V x 7	2. 3. V x 7	3. 3. V x 7

UNION

1. 1. VI x 7	2. 1. VI x 7	3. 1. VI x 7	1. 2. VI x 7	3. 1. II x 6	1. 2. IV x 6	1. 1. V x 5	3. 1. V x 5	1. 2. V x 5	2. 1. II x 4
2. 1. V x 3	3. 2. V x 3	1. 1. CR x 2	2. 1. CR x 2	3. 1. 8 x 8	1. 2. 2 x 2	3. 1. 2 x 2	2. 1. 2 x 2	1. 1. 2 x 2	3. 1. 1 x 1

3. 1. 1 x 1	3. 1. 1 x 1	3. 1. 1 x 1						1. 1. 10 x 10	3. 1. 10 x 10
3. 1. 1 x 1	1. 1. 1 x 1	1. 1. 1 x 1						1. 1. 10 x 10	3. 1. 8 x 8

1. 1. 8 x 8	3. 1. 8 x 8	1. 1. 8 x 8	1. 1. 8 x 8	1. 1. 8 x 8	1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 7 x 7
1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 7 x 7	1. 1. 6 x 6	1. 1. 6 x 6	1. 1. 6 x 6	1. 1. 6 x 6	1. 1. 5 x 5

CONFEDERATE

1. 1. 5 x 5	1. 1. 5 x 5	1. 1. 5 x 5	1. 1. 5 x 5	1. 1. 5 x 5	1. 1. 5 x 5	1. 1. 4 x 4	1. 1. 4 x 4	1. 1. 4 x 4	1. 1. 4 x 4
1. 1. 3 x 3	1. 1. 2 x 2	1. 1. 10 x 10	1. 1. 1 x 1	1. 1. 1 x 1	1. 1. 1 x 1	1. 1. 1 x 1	1. 1. 1 x 1	1. 1. 1 x 1	1. 1. 1 x 1

Game
Turn

TURN
RECORD
TRACK

1	2	3	4	5 NIGHT	6	7	8	9	10	11	12	13 NIGHT	14	15	16	17	18	19	20
Union Reinf.	Union Reinf.	Union Reinf.	Union Reinf.	Union Reinf.						Union Reinf.		Union Reinf.	Union Reinf.	Conf. Reinf.			Conf. Reinf.		

