

The Blue and the Gray

By Kevin White

This is a set of simple rules for the American Civil War played on a table with an overlaid grid of 3 inch squares. Together with the figures and terrain, you will need one twenty-sided die and a normal pack of playing cards with the Jokers removed.

Units

All the units, infantry, cavalry and artillery consist of nine figures and are mounted individually on 1" bases (3 ranks by 3 files) to fit the 3" grid on the table (see the Quick Reference Sheet).



Command and Control

Roll the dice and draw that number of cards from the pack. This is the Activation Deck. The remainder of the cards form the Combat Deck.

Draw a card from the Activation Deck. A red card drawn means a Confederate unit is activated; black means the Union activate a unit. An activated unit may move, maneuver or fire in whatever combination depending on the number of Command Points it has at its disposal. The order in which you activate units on a side is up to you. You can't activate a unit more than once in a turn, until all of the units in a side have had a turn. (Example: all the Confederate units have had their turn, but the next card turned up is the eight of hearts. Choose a Confederate unit that has already had a turn).

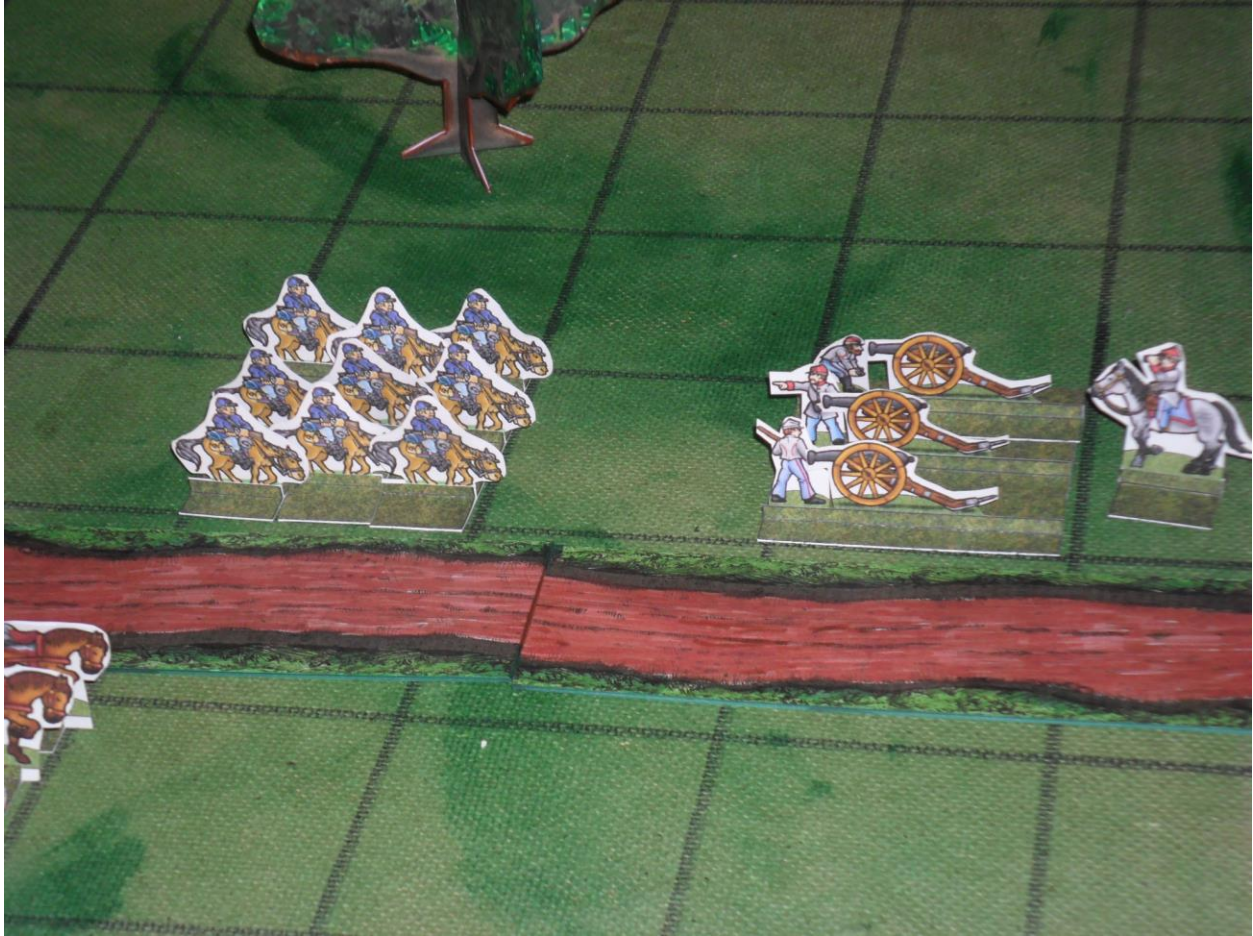
Card drawn	Command Points
2 3 4 5	1
6 7 8 9	2
10 Jack Queen King	3
Ace	4

Command Point Cost

Activity	Infantry	Cavalry	Artillery
Cross clear square	1	0.5	1
Cross a wall or hedge	2	1	N/A
Ford a river square	2	2	2
Cross a wooded square	2	2	2
Limber/unlimber	N/A	N/A	1
Fire	1	1	1
Cross a first tier hill square	1	1	1
Cross a second tier hill square	2	2	N/A
Move diagonally	2	2	2
Change facing	1	1	1

N/A means not allowed or not applicable





Combat

Shooting and melee

Draw one card from the Combat Deck for every man in the unit

Any Jack Queen King or Ace is a hit. Remove the casualty from the unit.

No line of sight – no shooting.

Ranges

Artillery pieces have a range of 4 squares, with a “cone” of 3 squares (see the Quick Reference Sheet).

Everything else has a range of 2 squares (or 1 square diagonally. See the Quick Reference Sheet).

Once the Combat Deck is used up, gather together all the discards from both the Activation Deck and the Combat Deck and shuffle them together. This is now the new Combat Deck. Once the Activation Deck is used up, that is the end of the turn. Gather all the cards together and shuffle them, roll the die and draw that number of cards to form the new Activation Deck. Continue the game.



The Armies My armies consist of twelve units for each side: nine infantry, two artillery and one cavalry. The figures are paper or card flats designed by Patrick Crusiau and available free from his website.

The figures are about 40 mm if you print them direct from the website. I have resized them to 25mm using some desktop publishing software. The bases for the figures have come from the One Monk Miniatures website. This is also an excellent resource for figures, some of which are free. There are a variety of bases (which are free) with full instructions as to how they go together. And of course, there is also Junior General.



Websites:

Patrick Crusiau's figures

<http://web.archive.org/web/20030602023655/users.skynet.be/gwindel/index.html>

One Monk Miniatures

<http://onemonk.com>

[Junior General](http://www.juniorgeneral.org)

<http://www.juniorgeneral.org>

Crew	Crew	Crew
Gun	Gun	Gun
Crew	Crew	Crew

Cavalry	Cavalry	Cavalry
Cavalry	Cavalry	Cavalry
Cavalry	Cavalry	Cavalry

Drummer	Standard	Officer
Rifle	Rifle	Rifle
Rifle	Rifle	Rifle

Unit Formations

4	4	4
3	3	3
2	2	2
1	1	1
	Artillery Unit	

	2	
2	1	2
	Infantry/ Cavalry Unit	

Draw one card for every man in the unit. Any Jack, Queen, King or Ace is a hit. Remove the casualty from the unit.

No line of sight - no firing.

Ranges

Card Drawn	Command Points
2 3 4 5	1
6 7 8 9	2
10 Jack Queen King	3
Ace	4

Activity	Infantry	Cavalry	Artillery
Cross clear square	1	0.5	1
Cross a wall or hedge	2	1	N/A
Ford a river square	2	2	2
Cross a wooded square	2	2	2
Limber/unlimber	N/A	N/A	1
Fire	1	1	1
Cross a first tier hill square	1	1	1
Cross a second tier hill square	2	2	N/A
Move diagonally	2	2	2
Change facing	1	1	1

Roll the die and draw that number of cards from the deck. This is the Activation Deck. The rest of the cards comprise the Combat Deck. Draw a card from the Activation Deck: **red = Confederate**, **black = Union**.

Command and Control

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Quick Reference Sheet