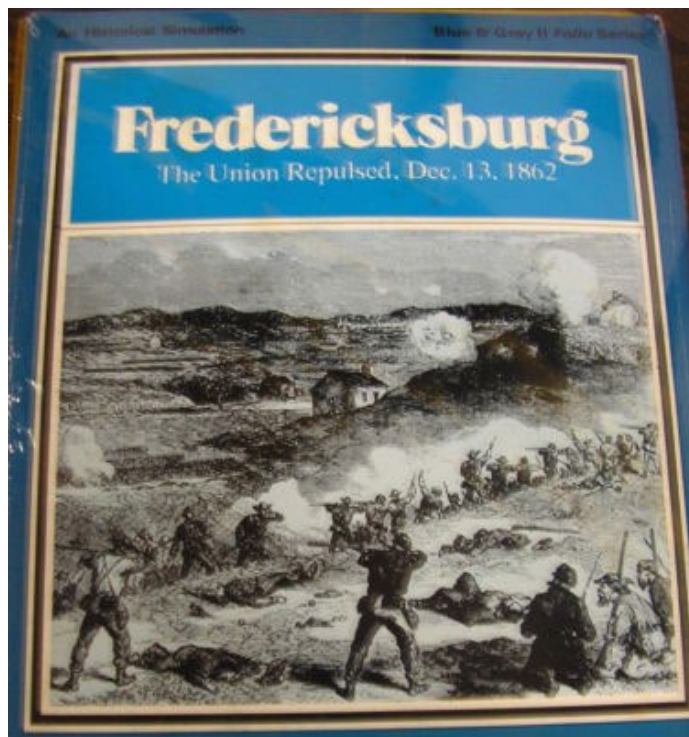

Fredericksburg, SPI 1975

Replay by George Nap



Fredericksburg – SPI Publications

Editor's Note: When Burnside replaced McClellan, he understood the requirement: to bring the *battle to Lee's Army of Northern Virginia*. Lee's detachments were stretched, and Jackson was still in the Shenandoah Valley. Burnside proposed crossing the Rappahannock River upstream of Fredericksburg using pontoon bridges, seize the city before Lee could get there, and then defeat Lee in detail. When Lincoln was consulted, he stated it would work -- if Burnside moved quickly -- and not at all if he tarried.

Had Burnside moved quickly, he would have faced a small number of CSA troops. Plus, only one division of Longstreet's Corps were within marching distance.

Instead, Burnside plodded, and on December 13, 1862, his *Army of the Potomac* - almost 115,000 Union soldiers - were finally ready. But Lee, who was never slow, had pulled his troops together quickly and the Union found themselves facing 74,000 CSA troops in well-fortified positions.

From the *Blue & Gray II* Quad, this is Burnside's effort to prove he really is a worse commander than McClellan. He does so by being even slower off the mark than Little Mac. But in game terms, he does have a superior force. To simulate the situation, the redout terrain is added to the game system, and there are a lot of these fortified

hexes. Further restrictions were required though, to prevent the Union player from reacting any faster than Burnside. This is accomplished by limiting the Union to moving no more than 15 of his units on any given turn.

Idiocy rules work – but they annoy the hell out of players. That simple fact kept this game, and other early Civil War games from becoming popular. But it does give one a good sense of the history, and occasionally makes for an exciting game.

In the Facebook Blue & Gray tournament, *Fredericksburg* was only played twice – out of 49 games played. Both outings were Union victories, so clearly, even with the idiocy rules it can be won by the Union.

In this replay, despite the restrictions on Union movement, there is plenty of action. I turn you over to George as the fighting is beginning. PS – I have added a quick *Blue & Gray* rule re-cap at the bottom of this replay. – RHG



My first go at this game, it will give me an experience playing all four games in the quad. Pretty good, they were published in 1978, so 45 years ago. 15 year old me was more into the Avalon Hill games at the time.



BLUE & GRAY STANDARD RULES for the games

OSBORNE, ANTONIEM, CANTREY, HILL, OF
FREDERICKSBERG, HODDER & LEE, CHESTNUT

BLUE & GRAY STANDARD RULES OUTLINE

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Fredericksburg The Union Repulsed, Dec. 13, 1862 EXCLUSIVE RULES

INTRODUCTION

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INITIAL DEPLOYMENT CHART

Unit	Strength	Type	Deployment
1	100	Infantry	A1
2	100	Infantry	A2
3	100	Infantry	A3
4	100	Infantry	A4
5	100	Infantry	A5
6	100	Infantry	A6
7	100	Infantry	A7
8	100	Infantry	A8
9	100	Infantry	A9
10	100	Infantry	A10
11	100	Infantry	A11
12	100	Infantry	A12
13	100	Infantry	A13
14	100	Infantry	A14
15	100	Infantry	A15
16	100	Infantry	A16
17	100	Infantry	A17
18	100	Infantry	A18
19	100	Infantry	A19
20	100	Infantry	A20
21	100	Infantry	A21
22	100	Infantry	A22
23	100	Infantry	A23
24	100	Infantry	A24
25	100	Infantry	A25
26	100	Infantry	A26
27	100	Infantry	A27
28	100	Infantry	A28
29	100	Infantry	A29
30	100	Infantry	A30
31	100	Infantry	A31
32	100	Infantry	A32
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41	100	Infantry	A41
42	100	Infantry	A42
43	100	Infantry	A43
44	100	Infantry	A44
45	100	Infantry	A45
46	100	Infantry	A46
47	100	Infantry	A47
48	100	Infantry	A48
49	100	Infantry	A49
50	100	Infantry	A50

REINFORCEMENTS

Unit	Strength	Type	Deployment
1	100	Infantry	A1
2	100	Infantry	A2
3	100	Infantry	A3
4	100	Infantry	A4
5	100	Infantry	A5
6	100	Infantry	A6
7	100	Infantry	A7
8	100	Infantry	A8
9	100	Infantry	A9
10	100	Infantry	A10
11	100	Infantry	A11
12	100	Infantry	A12
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44	100	Infantry	A44
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46	100	Infantry	A46
47	100	Infantry	A47
48	100	Infantry	A48
49	100	Infantry	A49
50	100	Infantry	A50

CONFERATE ARMY

Unit	Strength	Type	Deployment
1	100	Infantry	A1
2	100	Infantry	A2
3	100	Infantry	A3
4	100	Infantry	A4
5	100	Infantry	A5
6	100	Infantry	A6
7	100	Infantry	A7
8	100	Infantry	A8
9	100	Infantry	A9
10	100	Infantry	A10
11	100	Infantry	A11
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40	100	Infantry	A40
41	100	Infantry	A41
42	100	Infantry	A42
43	100	Infantry	A43
44	100	Infantry	A44
45	100	Infantry	A45
46	100	Infantry	A46
47	100	Infantry	A47
48	100	Infantry	A48
49	100	Infantry	A49
50	100	Infantry	A50

Per the BGG post, this game is not recommended to use the 'attack effectiveness' rule, so I will not use it.

Turn 1 – 13 December



CSA: Fog on turn 1 reduces movement to 3 for each unit. We file into the trenches, behind the walls and fences, keep our reserves alert and await the coming storm. I picture reacting to US attacks, the US probably will push for 2301 and the victory points for exiting there.



USA: We are limited to moving 15 units unless released by CS actions. Cavalry and artillery on the east side of the Rappahannock are immobile unless released by certain CSA geographical seizures. The strategy notes advise gathering the US forces prior to attacking. With only 3 movement points on turn 1, we will start to set up our assault. If they want to come out of the hills at us, let them. We will advance at our leisure. Deep Run splits the US position in half.



One attack, trying to catch Pelham's arty before it escapes 3/2/1 et al vs Pelham, dr. We occupy the hex forcing a counterattack next turn.



Turn 2 - 13 December 1862

CSA: Here we have to choose whether to take Early as one 20 factor unit or four units which make up a composite of 20 factors. The exchange result might cost this unit, but the high punching power will be needed to throw back US incursions. I will take the 20 factor unit, will probably regret it, must guard against Ex results by either voluntarily lowering odds to 2-1 or including enough attack factors in any assault with Early capable of absorbing an Exchange result.



Time to snip off the intrusion of the US I Corps near Hamilton's Crossing. With Early attacking and 11 factors defending we have to guard against an exchange and load up 11 factors other than Early. Walker arty fires on 2/1/I fulfilling the attack requirement at 1-5 ar ignored, while Early et al attack 3/2/I et al 3-1 dr and they are pushed back. We will not occupy, cozy behind our redoubts.



USA: We have one mandatory attack, will probably bump it to a 1-1 to avoid the ae. I did not take my own advice, chasing after Pelham, so we will use our 15 moves to position the army. We prepare for a general assault in the east. 3/2/1 et al vs Law 11 dr. Occupying will cramp the CSA position and keep early from being mobile, but will cost a unit as they have reinforcements coming, so we will not occupy.



Turn 3 13 December 1862

CS: More reinforcements right where we need them. We fill in the defenses and prepare to endure. No units are vulnerable to effective bombardment, so we save powder. Early and Taliaferro are in position to counterattack any intrusions by those people.



US: We will continue to move forces forward into attack positions. No bombardment targets, no attacks.



Turn 4 – 14 December 1862

CS: There is a temptation to attack and crowd the US. There are some victory points which may be gained, but at the cost of releasing more forces, I will stand pat. Shuffle some units around Marye's Heights and await the coming storm.



US; The die designating the turn is wrong in these photos. Moving forward we will begin pressuring the enemy. We will begin in the center and see what may happen. I have eight units left to move after positioning others for next turn.



We go in. 2/1/VI et al vs Jenkins 11 dr, redoubt taken. 1/1/VI et al vs Kemper 3-1 dr, 1/3/II et al vs Armistead 3-1 dr, we have an intrusion in their center, our colors surge forward.



Turn 5 – 13 December 1862



CS – time to see how our strategy of cauterization can work. We thin out Marye’s Heights and send reserves to the intrusion. We cannot get to the center of it with significant forces, so will try to push in the flanks. Jenkins vs 2/1/VI et al 13 ar attacked here first because a retreat was anticipated and the US cannot afford to advance without knowing how the coming flank battles will turn out. Semmes et al vs 1/2/II et al 1-1 dr occupied, Pelham vs 1/1/IX et al to fulfill attack requirement na, Early and Anderson vs 3/1/vi 5-1 the bluebellies die, not advancing they are pinned by zoc’s away from help.



US – Last turn before night. We will surge on the wings to start applying pressure there. 1/3/III et al vs Mahone 1-1 ar thrown back across the Canal. 2/1/VI et al vs Kershaw et al 2 dr advance into the breach. 1/1/VI vs Gilchrst et al 1-2 ae occupied as that will not be tripled as another unit will attack from inside the redoubt, 1/1/IX et al vs et al 1-4 ar occupied. Interesting battle brewing in the center. In the east 1/2/III et al vs Gregg et al 1-1 dr occupied to cut off retreat, 3/2/I et al w/arty vs Thomas et al 3-1 dr defenders eliminated with no retreat. Redoubt occupied.



Turn 6 – 13 December 1862 night – no combat zocs are sticky.
CS; We will use the gap west of Deep Run to infiltrate their center.
US; We will shore up the center to prepare for daylight.



Turn 7 – 14 December 1862 – Fog 3 movement points, no bombardment.

CS: We have a chance to do some major damage in the center. If we can demolish their forces then we will have the ability to shift to other fronts or push on towards Fredericksburg. Kershaw et al vs 1/3/II et al in the center 2-1 dr occupied, Ransom et al vs 2/1/VI 11 ar, just missed bagging two brigades, Early et al vs 1/1/IX et al 4-1de occupied, not bad. Featherston vs 1/3/IX et al 1-3 ar. Gregg et al vs 1/2/III 21 dr. – I goofed and allowed Cabell to bom



US: No bombardment in fog. We need to extricate in the center but pressure on the wings. At this point I am allowing a one hex move in the fog from 1610 to 1609, as neither is a full woods hex and a woods hex side does not have to be crossed, it may be clear terrain for movement. West to east. 1/3/III et al vs Wilcox 1-2 ae the US right is in the air, 3/2/V et al vs Mahone 11 ar repulsed occupied to pin them, 1/3/II et al vs Jenkins et al 1-2 dr. . 2/1/VI et al vs Ransom et al 1-1 ar. 2/3/II et al vs early et al 11 dr. 3/1/V et al vs Law et al 12 ae and we lose a division arrgh, 3/3/VI et al vs Corse 51 dr. An incredibly ugly turn.



Turn 8 14 December 1862

CS: I am making a stupid attack in the west, should have just stayed in the redoubts. Wilcox et al vs 3/2/V et al 1-2 dr. Ransom et al vs 2/1/VI et al 1-1 dr, Kershaw et al vs 2/2/IX 3-1 ex. Kemper et al vs 1/2/II 2-1 ar, Early et al vs 2/3/IX 2-1 dr, Law et al vs 3/3/VI et al 1-1 dr



US: We are going the wrong way and running out of time. Attacking. 3/2/V et al w/arty from across the river vs Wilcox et al 1-1 ar 1/2/V et al vs Cobb at Marye's Heights 1-1 ar, 1/3/II et al vs Pelham 1-2 dr Old Glory flies behind Marye's Heights, 3/3/II vs Barksdale et al 1-5 ae died in a diversionary attack 2/1/VI et al vs Semmes 4-1 dr, 2/3/II et al vs Early et al 1-1 ar 1/3/VI et al vs Law 1-2 ar, 3/2/IV et al vs Corse et al 2-1 dr.



Turn 9 - 14 December 1862

CS – The intrusion on Marye's Heights is concerning, elsewhere we are holding. We pull back in the west. Barksdale et al vs 1/3/II et al on the heights above Fredericksburg 1-1 dr, elim no retreat path. Ewell et al vs 2/3/VI21 3-1 dr, Law et al w/arty vs 3/2/VI 1-1 ar, we lose a redoubt.



US – Three turns left, 45 units can move. Old Glory no longer flies over Marye's Heights, we do have an opportunity east of Deep Run and will push there. Attacks in the center and north, time is waning. 1/1/III vs Perry on Marye's Heights 1-1 dr, 1/2/V et al vs Wright et al Marye's Heights 1-2 ar, 2/3/II et al vs Barksdale 3-1 dr, in the east 3/1/1 et al vs Brokenbough 3-1 dr, 3/2/VI et al vs Pender 2-1 ar, 2/2/vi et al vs Law et al 1-1 dr. Arty vs Taliaferro na, I/C/L et al vs Grimes et al 2-1 dr.



Turn 10

CS: Have to hold on, fighting off multiple intrusions. Hamilton's Crossing and the exits there can hold out for the next two turns, so we will bend back. Early is in the center having stopped the threat there, but we lack lateral lines of communication to move him to the threatened area above town, so he will have to head west through the US IX and VI Corps. Most endangered is Marye's Heights where we are locked into unfavorable attacks and have no reserves. We will have to pull one unit from the west and throw a sacrificial blocking force across the Canal to free up another unit. Only two turns left until dark and this ends. Wilcox et al vs 1/1/III et al on the heights, just enough for a 1-2 dr, Kemper et al vs 2/3/II et al 1-1 ar, Jenkins et al vs 2/2/II et al 1-2 ar, Early et al vs 2/1/VI 4-1 ex, Robertson vs 3/1/IX et al 1-3 dr, Corse et al vs 3/1/I 2-1 dr elim no retreat, Pender vs 1/2/vi 1-2 ar, Law et al vs 2/2/vi 1-3 ar, Grimes et al vs 1/1/I et al 1-1 ar, Taliaferro vs 1/C//L et al 1-1, ar. Our position is starting to unravel, but much too late for the bluebellies.



US; Not optimal, down to forlorn hopes, seeking weakness. 3/3/VI et al vs Pender et al 4-1 dr, 1/1/I et al vs Doles 1-1 dr 1/C/L et al vs Rodes et al 2-1 dr elim no retreat path.



2/3/III et al vs Barksdale back of Marye's Heights 2-1 ar, 2/1/V vs Kemper et al 1-1 ar, 1/1/V et al vs Cobb arty et al on the Heights 1-2 dr, we take the heights for a moment, 1/II vs Wright et al 1-2 ar, 1/V et al vs Wilcox et al 1-1 dr elim, no retreat. we have lodgment.



Turn 11

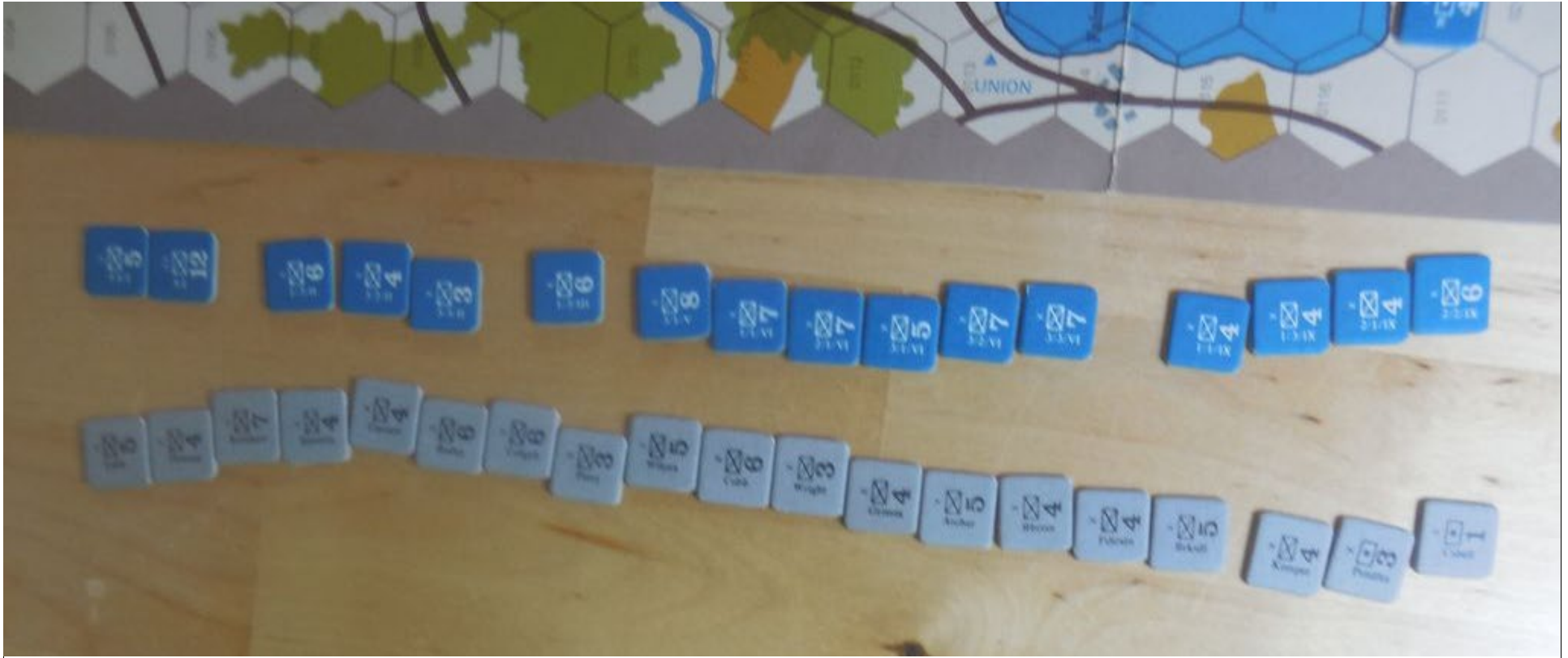
CS; We are locked into unfavorables and will lose Marye's Heights probably. Will guard the exit hex in the east to protect that. Doles et al vs 1/1/I 1-1 dr, Taliaferro et al vs 3/3/VI et al 2-1 dr elim no retreat, Toombs et al vs 2/3/vi et al 1-1 ar, Cabell arty et al vs 2/3/II et al on Marye's Heights 1-5 ae, Wright et al vs 2/2/V et al on the Heights 1-5 ae, Kemper et al vs 2/2/III 1-1 dr, Armistead et al vs 2/1/V 1-1 ar, Early et al vs 2/3/IX et al 4-1 dr, furball.



US: Last turn, locked in to some attacks, cannot get to the exits, will draw as much blood as we can. 2/1/I vs Doles 1-1 ar, 1/1/I et al vs Grimes et al 3-1 de, the Iron Brigade die yeoman work on the second day of this battle. 2/3/vi et al vs Corse et al 4-1 dr, 1/II et al vs Robertson 6-1+ de, 2/3/II et al vs Featherston 2-1 dr elim no retreat, 3/V et al vs Kemper 3-1 dr elim no retreat, 2/3/IX et al vs Ransom 1-1 ar, 2/1/V et al vs Early et al 1-4 ar, so all those attacks cleared the path to save this one brigade.



Right now I have no idea who won and will total up VP's. The geographical objectives were marked, nobody exited any units, nor had any extra to really exit. I though losses would tilt it toward the CS but when their lines collapsed they started losing units in gulps. Let go to the tale of the tape.



US: 83 enemy losses, no exit, 15 Marye's Heights,
CS: 90 enemy losses, no exit, 25 for Hamilton's Crossing
US: 98, CS 115

The US ran one turn short as Hamilton's Crossing would have fallen on the next turn, flipping the results. I did not think it would be this close, the CS line while brittle seemed impenetrable. The US must attack at low odds repeatedly and early, taking one or two turns to set up and then attacking, advance after combat is a must, as it saves the US from using their 15 unit cap, the downside being you can be trapped into situations where you will not have a retreat path, making low odds attacks a good proposition for the CS. Such are the vagaries of war.

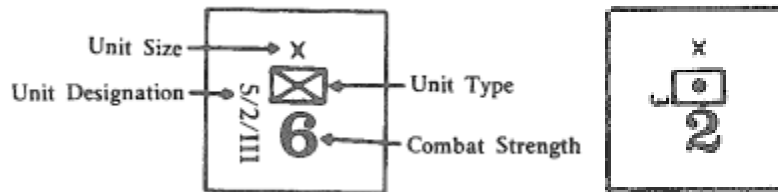
A tense exciting game, which I did not expect.

[There was a lot of fireworks in this, and it was an exciting read. Thank you, George!—RHG]

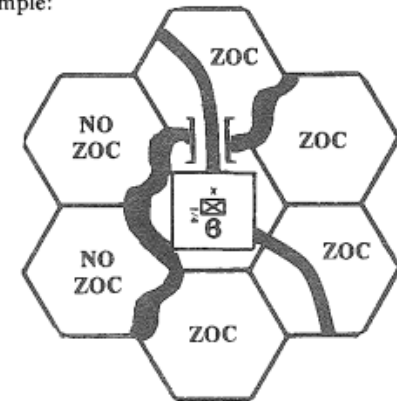
Blue and Gray Rules Recap: *The goal is to get games played. Here are the important rules you need to know! -- RHG*

Sequence of Play: This is the standard Move-Fight Game. Units of one side Move, then attacks units that are adjacent. The other side repeats the process. [4.0]

Movement: ALL units in the game have a movement allowance of 6. Thus ONLY the Combat Strength is on the counter. [2.4]



Example:



ZOC: Every hex adjacent to a unit is in that unit's Zone of Control. (ZOC.) [6.0] ZOC does not extend into non-passable hexsides. [6.6] If a moving unit enters an enemy ZOC it must stop. [5.13, 6.0]

During a night turn, units may NOT enter (or leave) an enemy ZOC. [10.2]

Units can never leave the ZOC via *movement* – only via *Combat*. [6.3]

Combat: Every adjacent unit MUST be attacked. Every unit in an Enemy ZOC MUST attack someone. [7.11,7.12]

Exception: During a night turn, no attacks are possible. [10.1] Units stacked together must attack the same unit(s).

Artillery, if not in an enemy ZOC, can bombard (attack a unit two or three hexes away) if they have Line of Sight. (LOS) If artillery is adjacent to a unit, they must use their combat strength on an adjacent unit, and may not bombard anyone else.



Infantry and Cavalry units may only attack if adjacent to an enemy unit. *Artillery* attacks adjacent, or bombards up to 3 hexes away if they have **LOS** (Line of Sight.) Only **Forest** (with or without **Rough Terrain**) and **Towns** block LOS THROUGH the hex. *Artillery* may fire INTO these hexes, but not through them.

In these games LOS along a *hexspine* is clear unless BOTH hexes are blocking terrain.

Thus, if a friendly unit has two units in its ZOC, *Artillery* may meet the attack requirement of one of the enemy units, and allow the unit in the ZOC to put its full combat strength on the other. Thus, if a friendly unit is adjacent to 2 enemy units, a bombarding artillery can be used to attack one of the units, allowing the friendly unit to attack only one of the two.

Bombarding *Artillery* do NOT take the adverse results of a combat [8.15], but *may* choose to take an 'Attacker Retreat' result if they wish. [8.16]

Retreat: Retreat may only enter hexes free of Enemy ZOCs. If a unit cannot retreat without entering an enemy ZOC, it will be eliminated. Retreating units may enter a hex with friendly units, but will displace a unit if the hex is at the stacking limit. [7.7]

Advance After Combat: If an enemy unit is retreated or eliminated, one friendly unit that participated in the attack may advance into the hex ignoring other Enemy ZOCs. This is optional, but must be done before the next combat is resolved. [7.75, 7.76] (This may deny a retreat path for the next defender.)